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JANUARY '91
No. 110

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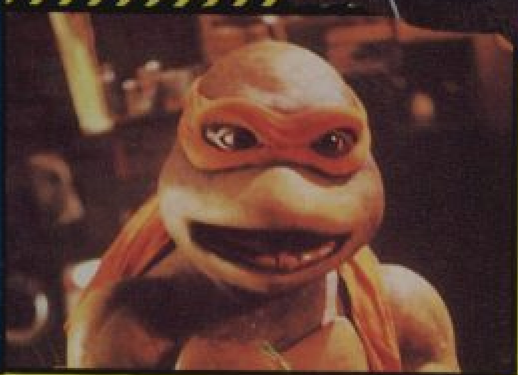
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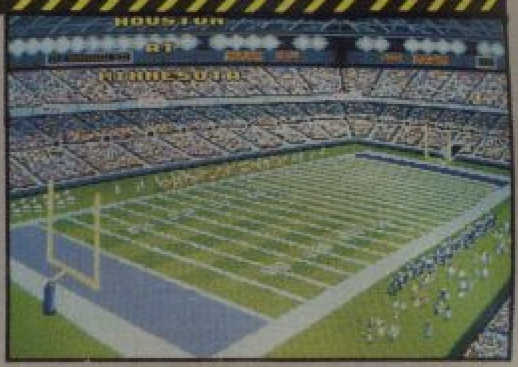
EXPOSED INSIDE!! SUPER FAMICOM! THE BEST CONSOLE YET IS HERE!!

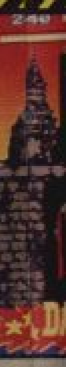
REVIEWED!
NARC • TURTLES
GOLDEN AXE
SPEEDBALL 2
JOHN MADDEN'S FOOTBALL
PLUS THE LATEST STUFF ON MASTER SYSTEM AND LYNX!!


POWER
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TOTAL RECALL
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As Doug Quaid you have been haunted by recurring dreams of another life on Mars.
You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality.
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Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -
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You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.
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continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of th Sahara.
Your mission is to track down, chase and apprehend the dangerous criminals.
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Special Criminal Investigation
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Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is
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MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!
Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
NARC
ocean
© WILLIAMS
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's
MR BIG!
ocean
AMSTRAD . COMMODORE . SPECTRUM
ATARI ST . CBM AMIGA







CONTENT







MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Glancey ART EDITOR: Andrea Walker STAFF WRITERS: Richard Leadbetter, Robert Swan AD MANAGER: Nigel Taylor DEP AD MANAGER: Martha Moloughney SALES EXEC: Alan Dykes PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor COVER ARTIST: Jerry Paris TURTLE MOVIE PIC: courtesy and (C) MCMXC of New Line Cinema Corporation, all rights reserved.
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MANAGING EDITOR: JULIAN RIGNALL
It's been "all systems go" for the dynamic Jaz this month what with editing Mean Machines, selling his Black Knight pintable (that he got for Christmas last year), and still finding time to come second in the office John Madden's Football league.



CHRIMBO COMPOS!

WIN A MEGADRIVE! 18
Not one, not three, but two (count 'em) sparkling, sexy new Megadrives PLUS a copy of E-SWAT are up for grabs, courtesy of those amazoid people at US Gold!

RED-HOT-LINES 20
Grab yourself a slice of consolemania, by sticking your finger in the dial and giving the C+VG Hotlines a buzz, plenty quick!

WIN A PINBALL MACHINE! 49
C+VG, in conjunction with Imageworks, bring you the chance to win a brilliant Back to the Future pinball table or a video recorder! Ker-ikey!



TS

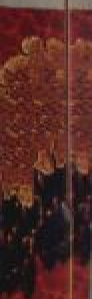


REVIEWED THIS MONTH
JANUARY 91 No.110

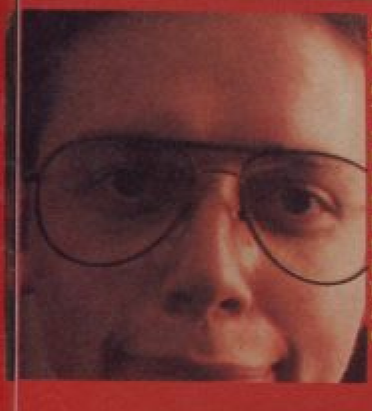
THE CHALLENGE! 44
Calamity, disaster and more than a few surprises! Away to Sheffield we go, home of Gremlin Graphics, where one intrepid C+VG reader took on the might of the Gremlin boys and a particularly mad staff writer...PLUS! An exclusive peek into what Gremlin have planned for 1991!



PREVIEWS 152
VROOM! We take an exclusive early look at what could be the big smash of '91 - the conversions of Sega's Super Monaco GP, courtesy of US Gold! We also take a look at MiG 29 from Domark, Chip's Challenge and Shadow Dancer from US Gold, and some natty new Megadrive stuff!



THE OTHER STUFF!



ASSOCIATE EDITOR: PAUL "DAREDEVIL" GLANCEY
This month, Paul visited Paris where he was unceremoniously bundled into the back of a delivery van and tortured with snails in garlic before stowing away on a Dan Air flight back to the cosy C+VG offices.



STAFF WRITER: RICHARD "SOMETHING" LEADBETTER
Rich enjoys this time of year for one reason - colossal amounts of yummy festive tuck are always laid on at his house. When he's not eating, he's probably watching "The Wizard of Oz" or strutting his funky thang to the new Christmas number one.



STAFF WRITER: ROBERT "AWOL" SWAN
Rob's had a fun month, what with moving house, and shaving what remained of his beard off, but our resident manic metalhead's still had enough time to cause more than his fair share of madcap anarchy around the office.

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

PAUL GLANCEY
C+VG's resident brainbox, who enjoys games that require the use of the little grey cells.

RICHARD LEADBETTER
A violence-crazed maniac (sort of) - beat 'em ups and shoot 'em ups are his bag.

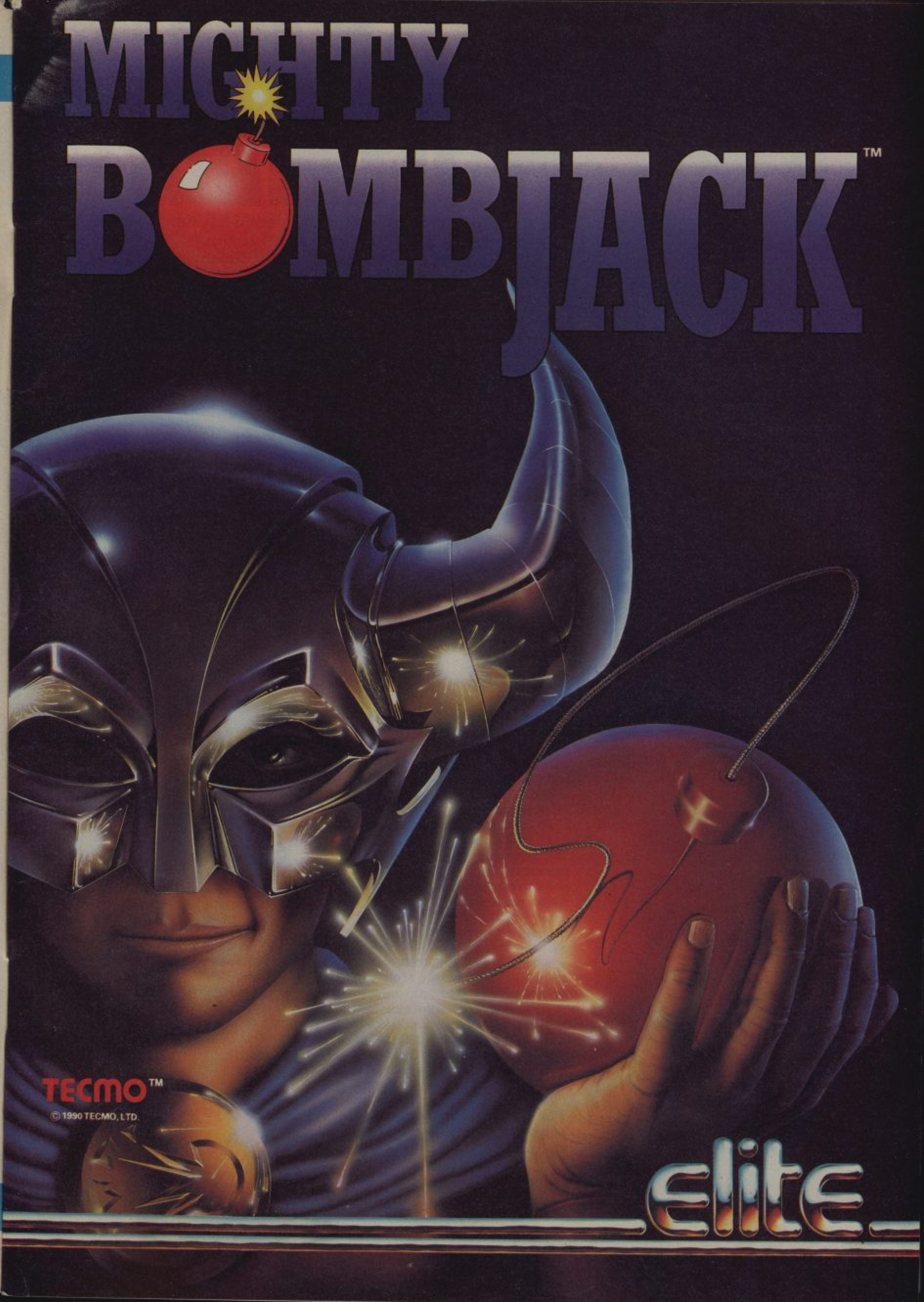
MATT REGAN
C+VG's strategy dude, who has always got his nose in an RPG, adventure, or simulation.

ROBERT SWAN
A bit of an odd 'un is Rob. Shoot 'em ups and platform games are a turn-on, but sims REALLY get him going!

REVIEWS



C+VG HIT! REVIEWS

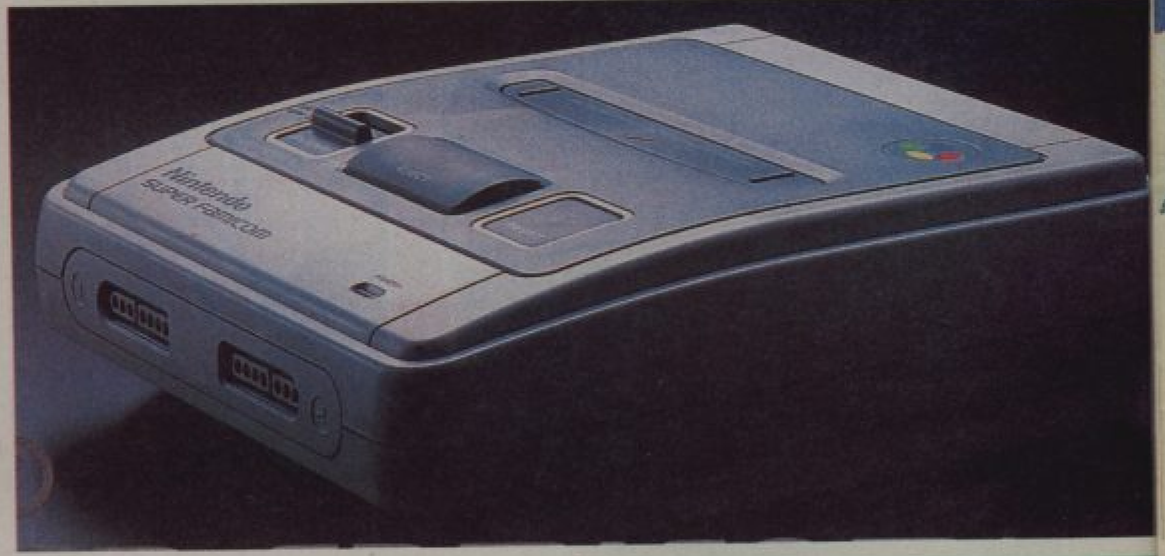


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elite

NEWS

A REALLY S

After three long years of waiting, Nintendo has finally released their 16 bit Super Famicom. With all the rumours flying around that this would be the console to end all consoles, Robert Swan took a good, hard look at what could really be the future of computer entertainment...



LOOK AT THE SIZE OF THAT THING

Or rather, the lack of it. The first thing you really notice about the Famicom is its size, a sleek compact grey unit measuring 200mm x 240mm x 60mm, with a cartridge slot, a power switch, a cartridge eject button, and a reset switch. At the heart of the beast lies a 16 bit processor, with a number of other video and audio chips (the latter using both digital and PCM sound). The graphics chip provides a maximum resolution of 2048x256 pixels and can display 32,768 colours! Other details are limited at the moment, due to the fact that Nintendo are a little hesitant to give their secrets away, but we know for a fact that there are several hardware chips in there to do special things like rotate the screen and flip and zoom sprites.

The controls pads are quite innovative, too, with four coloured fire buttons on the pads surface, but as well as that, there are "left" and "right" steering buttons on the top of the pad! These are very comfortable to hold, and although the usual "finger cramp" sets in after a while, it doesn't hit too hard, and doesn't cause too much discomfort.



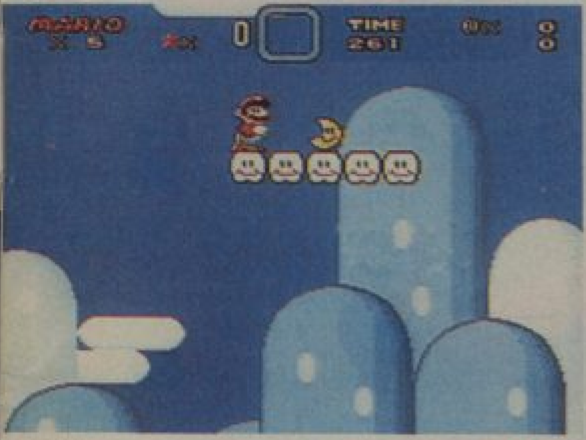


YOU CAN'T KEEP A GOOD PLUMBER DOWN...

That Mario bloke's back again - this time in Super Mario World. If you thought the other three Mario adventures were good, you'd better prepare yourself - this one smashes all three into oblivion!

Taking a similar style of play, SM4 contains the most amazing graphics - the amount of colour and the minute detailing on the sprites is just stunning (take a look at the pics if you don't believe us)! The visual gags are still there

SUPER FAMICOM





in abundance - at certain stages, Mario or Luigi can climb on a dinosaur, which likes to eat nasties, then spit them out as fireballs!

The sound is just as exquisite, with jolly bouncy tunes, the most fantastic sampled piano we've ever heard, and the echo of every sound when you're underground! And the most incredible thing about it all, is that SM4 actually comes free with the machine!

GAMES ON THE WAY...

The only other game available at the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy airskimmer. Audio-visually, there's nothing to touch this on any machine at the moment, and it's as playable as heck, too!





To come in the not-too-distant future, there's Super Ghouls and Ghosts (a rezzed-up version of the Capcom coin-op), R-Type II (which looks particularly flashy), Gradius III, Final Fight, Bombuzal and Populous (yep, it had to get in there somewhere). If the first two games are anything to go by, these others should be little short of spectacular when they finally arrive.

HOW MUCH??!!

In Japan the Super Famicom sells at the equivalent of just over £100, but some grey importers will be selling it for between £350-400 mark - a hefty mark-up you may think, and almost as bad as the Neo Geo (though at least the games will be cheaper - between about £35 and £40).

Importers say that the reason for the vast price tag is the fact that Japanese stocks sold out almost instantaneously, and units are in such short supply that they are being charged £300 cost price. After Christmas, when more stocks become available they hope to be able to bring the price down to about £200.

Traditionally, Nintendo release their machines in Japan first, then America, and only when the machines are well-established there are they launched in Europe. The Super Famicom's US release date is to be late in '91, so the day we Brits are able to pop into Dixons and pick up an official machine looks to be a long way off.

THE VERDICT

Okay, so there's been a long wait for the Super Famicom, but now it's really here, and the verdict is that it's definitely been worth the wait - it's simply the best home entertainment machine we've seen yet. If this new console gets even half of the support the NES received, this could be the console of the future. Keep reading C+VG for up-to-the-minute news and reviews - as soon as the new games appear, you'll be the first to know about them.

THE ULTIMATE Ride

Open up the throttle for 'The Ultimate Ride'

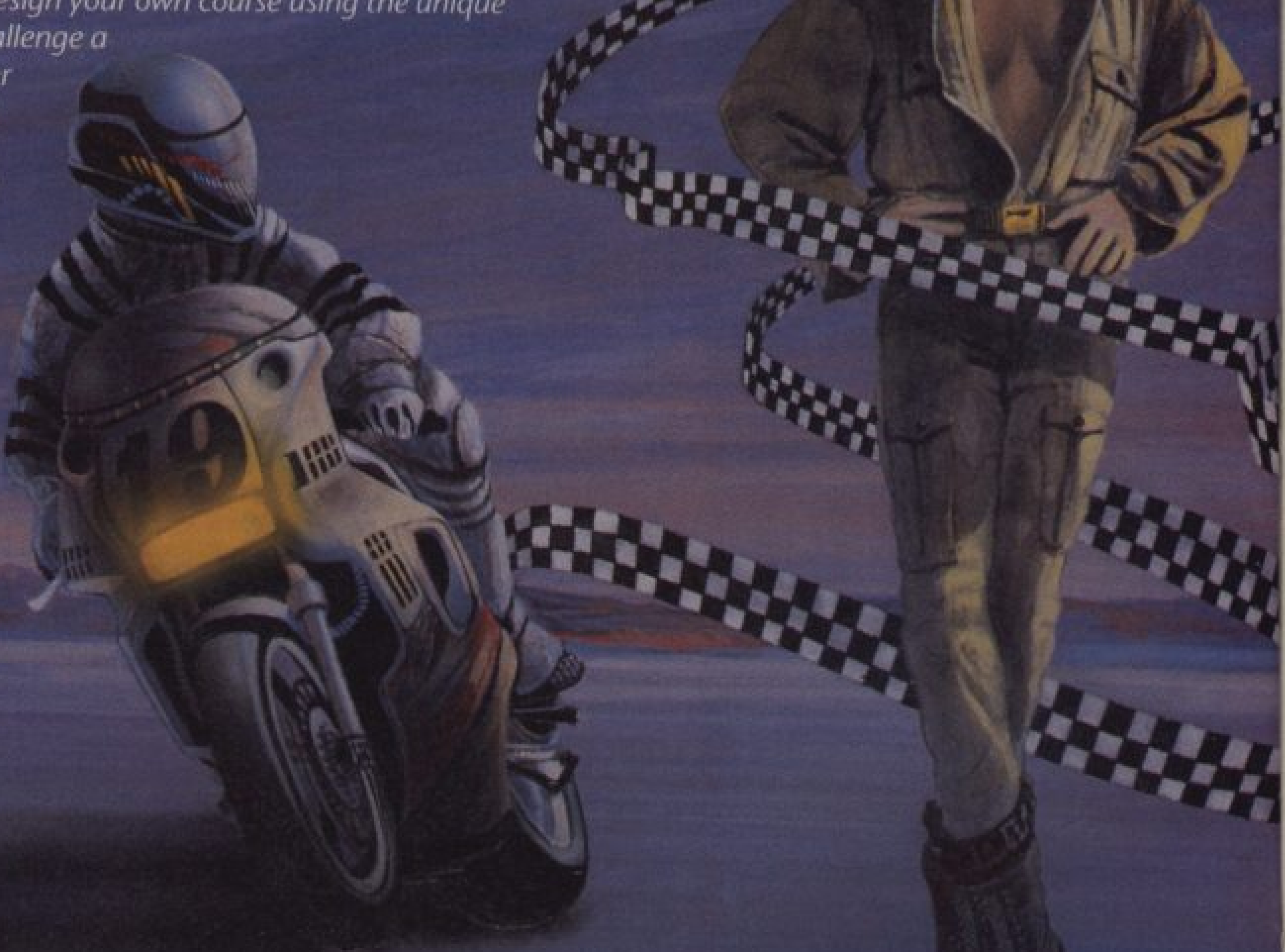
Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation- This is a real interactive racing movie.

Can you take the power?

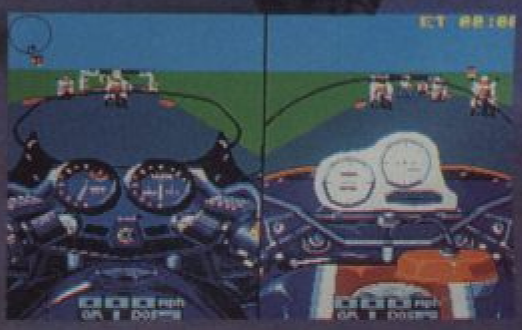


MINDSCAPE

Actual screen shots







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For further information on Mindscape products and new releases please call: 0898 234214

NEWS

EXPRESS YOURSELF

There's a new handheld in town - a cool, mean stranger called the Turbo Express, and this little baby could well be the one to clean up in the handheld war - blowing away both the Lynx and Game Gear. Why? Well, mention the fact that the Turbo Express is completely compatible with the vast range of PC Engine cards available, and you've got to admit that it's already got a head start...

TURBO POWER

The Turbo Express is basically an American PC Engine (the Turbo Grafx 16) squeezed into a case roughly 180mm x 100mm x 45mm. There's a three-inch colour LCD screen mounted at the top of the case, and a speaker and a stereo headphone jack built-in to give the player the full benefit of its six channel sound chip.

Inside the Turbo Express is a customised 6502 processor running at 7MHz (that's about seven times faster than the Commodore 64GS games console), backed up by impressive custom graphics chips. Anyone who has seen an ordinary PC Engine in action will know that this combination of computing hardware is capable of great things.

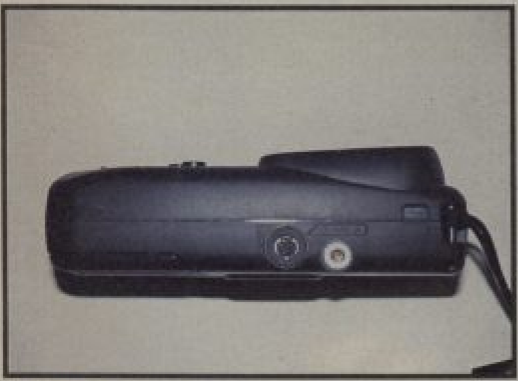
TURBOVISION

One of the most important features of any portable console must be the screen. The Turbo Express' display measures just over three inches across, but since all of the games it runs were designed for use on a normal TV or monitor, there is a strong danger that sprites and text would be indistinct on such a tiny screen. We tested out the machine with Dungeon Explorer and the results weren't very impressive.

Although text can be read with effort, if you are going to be using the Turbo Express for any length of time, it's more than likely that you'll soon be suffering from severe eye strain. The screen also has an annoying tendency to blur at the most inopportune times and the effects are definitely felt in scrolling games such as Tennis.

TURBO COMPATIBILITY

The version of the console we tested was the American Turbo Express model, and just like the US Turbo Grafx 16, the system is completely incompatible with the Japanese PC Engine system. However, a Japanese version of the console (which is compatible with imported Engine gear) is going to be released very soon in Japan, and it will be this version that the importers will bring into the country.



EXPRESS EXTRAS

Just like the Lynx and the Gameboy, the Turbo Express has the ability to link up with another machine. The ComLink, as it's known, enables two Turbo Express owners to link up and enjoy simultaneous two player games.

There's also an optional TV tuner that can be attached to the Turbo Express to make it into a fully portable colour television - if you live in the US. The American tuner is especially designed to work only with American NTSC television systems and is therefore useless in most European countries.



EXPRESS RELEASE?

NEC have postponed all plans to release the PC Engine and it's related hardware in Europe, at least for the foreseeable future, but Austrian firm, Digital Entertainment, have signed up the rights to market Turbo Grafx gear in Europe, including the Turbo Express. The equipment they plan to release is converted US systems so don't expect to able to run imported Japanese gear on it. Digital Entertainment expect to release the Turbo Express by the first quarter of next year.

TURBO CHARGE

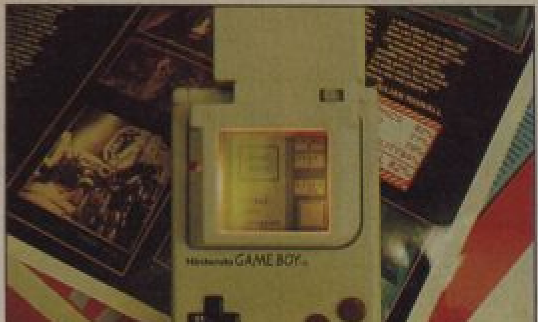
In the USA, NEC are selling the Turbo Express for $249, but if an imported model makes it to our shores, expect to pay well over three hundred sovs. When you can get a technically superior (and official) Atari Lynx in Dixons for £130 the Turbo Express seems significantly over-priced.

THE VERDICT

Unfortunately, the NEC Turbo Express isn't quite the handheld miracle we were hoping for, mainly because of the rather awkward screen. Also, if you though that the battery life of the Atari Lynx was a bit of a downer, you'll find that the Turbo Express is no better. Six AA size batteries are needed to power the beast, and they only last for three hours, maximum.

The massive range of software available now makes the Turbo Express initially very alluring. However, at this price, you'd be far better off buying a spanking new Megadrive for use at home, and keep the left-over change for a nice Gameboy for your portable gaming enjoyment.

NEWS





TETRIS IN THE DARK!

Here's something for all you GameBoy owners to splash your Christmas moolah on - an illuminating device which lets you play your GameBoy in the dark!

The two units displayed here are the Game Light and the Light Boy which are available at £10.00 and £25.00 respectively from PC Engine Supplies (0782 712759).

For his extra 15 quid, the Light Boy owner gets a flipdown lens which clips over the GameBoy screen and magnifies it by 1.4 times - not vast but still something of an improvement, especially with the light on.

The Game Light is also an effective add-on, but it comes without the lens, and whereas the Light Boy uses only two AA batteries, this one takes four. It's also a bit of a fingernail buster when it comes to attaching and detaching it to the Game Boy.

PC Engine Supplies are also stocking up on two types of GameBoy carrying case (a hard and soft one), as well as carrying cases for Mastersystems and Megadrives!

MORE FOOTY FROLICS

It seems the computer punter's appetite for football games is never satisfied. If it's not Kick Off supplement disks it's Entertainment International's new Gazza game. Now John Barnes, Liverpool and England ace (so much for the World Cup - ha! - Rob) has now been signed up by Krisalis (they of Manchester United fame) for John Barnes - The Computer Game, which will be seeing the light of day in September of 1991.



BLASTS FROM THE PAST

Infocom is a name that will be familiar to adventurers, and their best titles - the slightly risque Leather Goddesses of Phobos, Zork I, Wishbringer, Planetfall and the totally brilliant Hitchhikers Guide to the Galaxy have just been rereleased by Virgin Games at the measly price of £9.99! If you like a good brain teaser, you can't do better than these, so if you're the adventuring sort, get down to your local softshop and grab 'em quick!

CARTOON TIME!

Ever fancied being an award-winning animator? Well, the awards they can't promise, but Disneysoft are just about to launch Disney Animation Studio on the Amiga. Anyone who's used Deluxe Paint will be familiar with the program's drawing procedures, but it also lets you use real animators' techniques, such as inbetweening and onion-skinning to produce some stunning results (as long as you're a bit arty in the first place)! After that, you can even add soundtracks to complete your movie. The package weighs in at a hefty £99.99, but if cartoons are your thing this is definitely worth looking up.



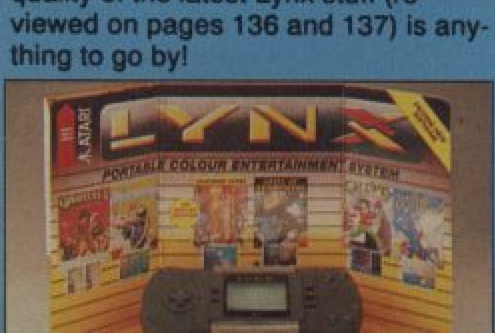
BUONGIORNO ITALIA!

Just a small note to let our Italian readers know that C+VG is now being translated into Italian for sale over there. The first issue of Computer e Video Giochi should be out in the shops as you read this!



LYNX DOWN TO £130!

Yep, Atari have slashed the price of their hand-held colour games machine, the Lynx, by a whacking great £50! A surprising move, seeing as Atari were adamant that the price of the Lynx would remain constant. Now with new machines coming out of the cupboard left right and centre, this could be the start of something big for the Lynx, a machine which has a big future, if the quality of the latest Lynx stuff (reviewed on pages 136 and 137) is anything to go by!





Hard Drivin' II™
DRIVE HARDER
A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.
Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!
And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection – guaranteed to leave the opposition standing.
Hard Drivin' II is faster, meaner and even better looking than the award winning original.
Hard Drivin' II – Drive Harder!
STUNT
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Hard Drivin'
The fantastic sequel to HARD DRIVIN'
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"
Programmed by: Jürgen Friedrich
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Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: 081-780 2224 Amiga & Atari ST Screenshots
TENGEN
The Name in Coin-Op Conversions
DOMARK

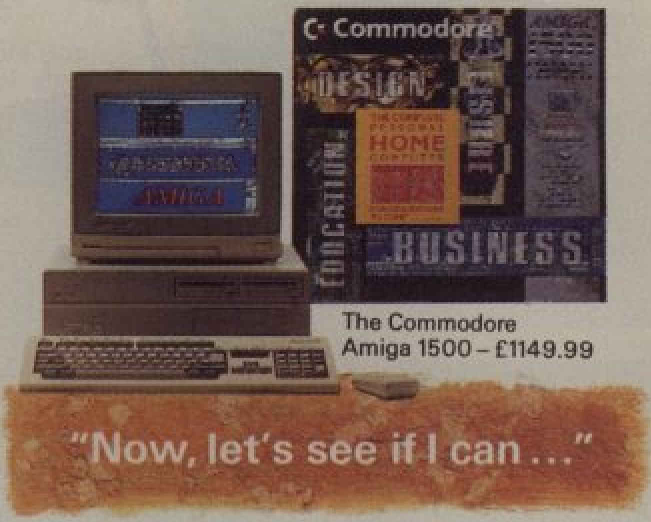
This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new Amiga 1500. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software . . . Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

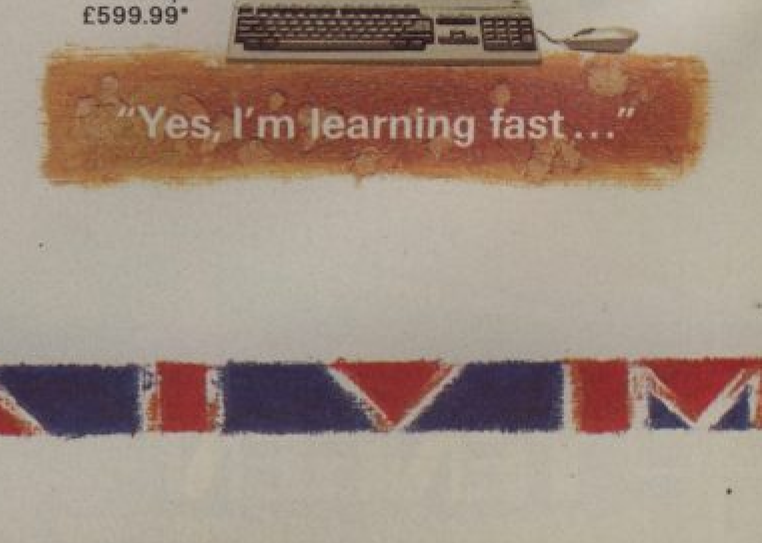
Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.



The Commodore Amiga 1500 – £1149.99

This year, look out for our 'Class of the 90's – First Steps' pack expanded to 1 full Megabyte of RAM and including a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of the



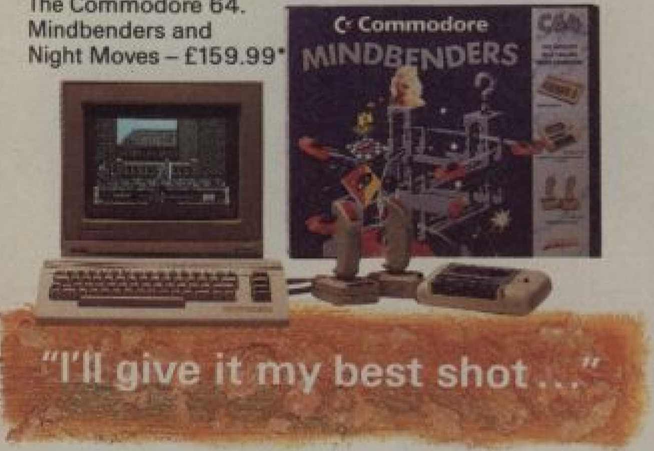
The Commodore Amiga 500.
Screen Gems – £399.99*
First Steps – £599.99*

90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64 undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64. Mindbenders and Night Moves – £159.99*



the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

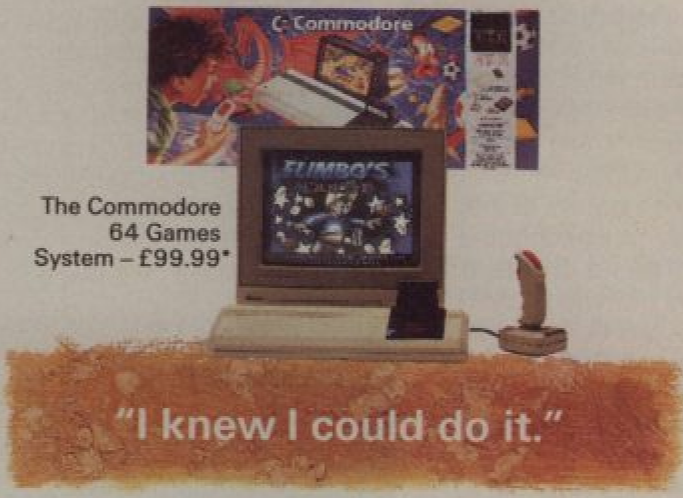
The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.

The Commodore 64 Games System – £99.99*



All prices are inclusive of VAT. *Monitor not included.

How much Commodore is there in you?

To find out, please complete your details and send them to Commodore, Freepost 38, London W1E 6PA.

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X/CVG/B

▸AMIGA C64 AMSTRAD

ESWA

BY US GOLD

Cyber City is in the grip of a terrorist reign of terror! Criminals and convicts alike infest the city, looting, pillaging and generally causing a lot of destruction and mayhem. Of course, at times like this you'd expect the police to be doing something about this unholy reign of terror, but the immense nature of the crime wave has caught the Old Bill off guard. So, it's a good thing that the ESWAT team of Cyber Police experts are at hand to clear up the mess with their robotic armour suits and mega-death machine guns.

Enter the player, tired of life as a hard bitten SWAT cop on the streets and who desperately wants to kick some criminal butt with the ESWAT (Enhanced Special Weapons and Tactics) arsenal. In order to join the elite team, the player must first bust three crime bosses before joining up with ESWAT and then really getting to work.

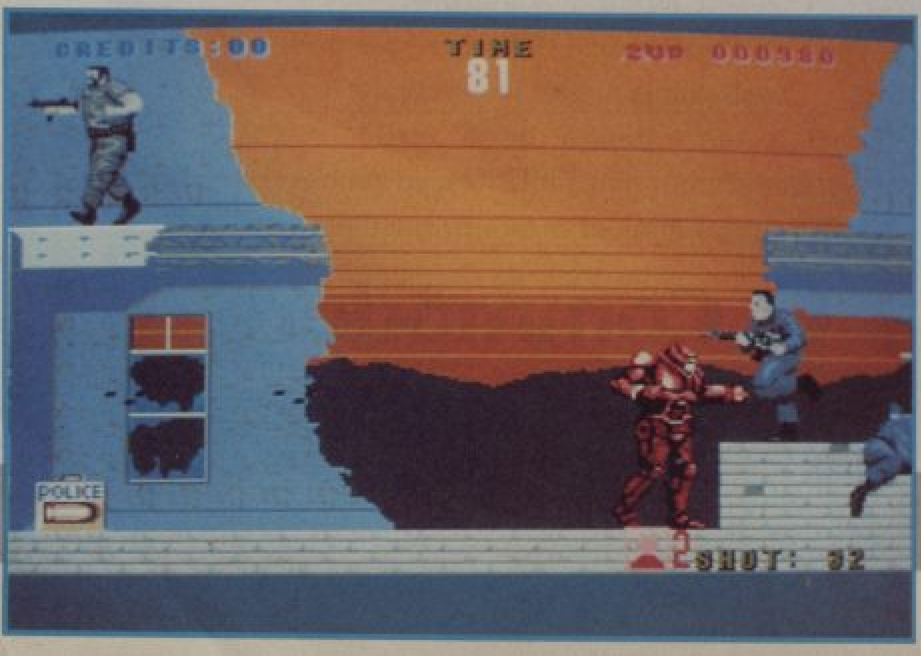
The gameplay is spread across fifteen eight-way scrolling levels and the objective is remarkably simple. Our cop hero must blaze his way through the streets blasting any one who gets in his way, collecting extra ammo along the way. If he runs out of bullets, our heroic law guardian relies on his karate skills in order to dispose of the felons. During his travels through the streets it's more than likely that our hero is likely to meet up with some more crime bosses. These cunning cons require a lot more than a couple of bullets to destroy and round after round must be pounded into them before they shuffle off their mortal coil.

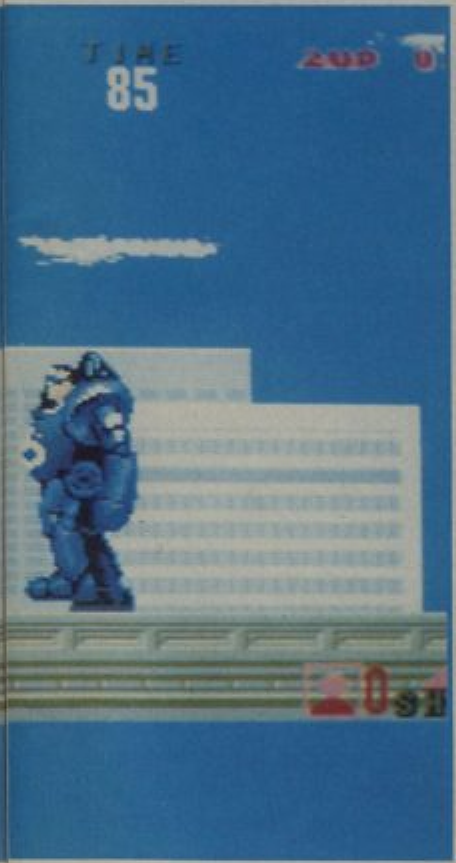
But beware - most of these guys have a special trick in store for our hero. Some bosses have taken hostages that must not be harmed, and others have armed themselves up with terrifying ESWAT-style armour!

















AMIGA £24.99

The idea of blowing criminals away with a variety of heavy duty weaponry is as old as the hills (if not older still), but US Gold's conversion of ESWAT manages to reach the parts that others can't reach! Perhaps it's the addictive gameplay that makes it a winner - the different levels are varied enough to sustain interest and there's always a compulsion to see the next. The graphics are fine. Some of the backdrops seem a bit ropey, but the sprites are large and extremely well-animated. The sound is fabulous. Creative Materials (the programmers) have managed to cram in some of the coin-op's speech as well as a multitude of great effects - "Let's party!" scream are heroes as he jumps into action. ESWAT is a great game that is very satisfying to play - make no delay, go for it!

RICHARD LEADBETTER

GRAPHICS	85%
SOUND	92%
VALUE	87%
PLAYABILITY	89%
OVERALL	88%

UPDATE

Creative Materials are currently putting the finishing touches to the ST and Spectrum versions of ESWAT, and all are looking pretty good. Expect all versions before Christmas, priced at £10.99 for the Spectrum versions and £19.99 for the ST game. A Sega Master System version of the game is reviewed in this very ish (on page 116) and the fabby Megadrive version has been out for ages and comes highly recommended.

C64 £10.99

The graphics are slightly blocky, but all the levels and most importantly, all of the playability remain in this excellent conversion.

OVERALL 88%

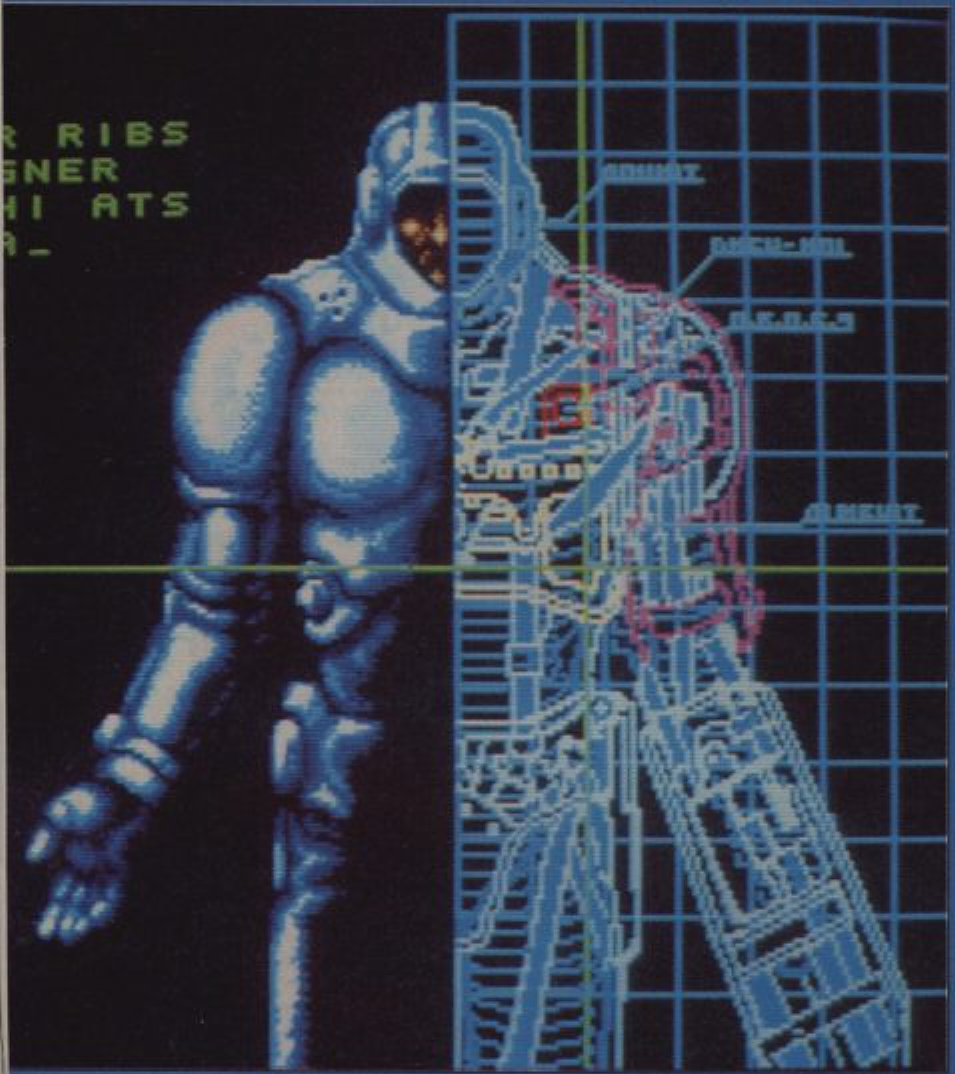
AMSTRAD £10.99

One of the best conversions we've seen on the Amstrad, with all the playability of the other 8-bit versions. Well deserving of your hard-earned dough.

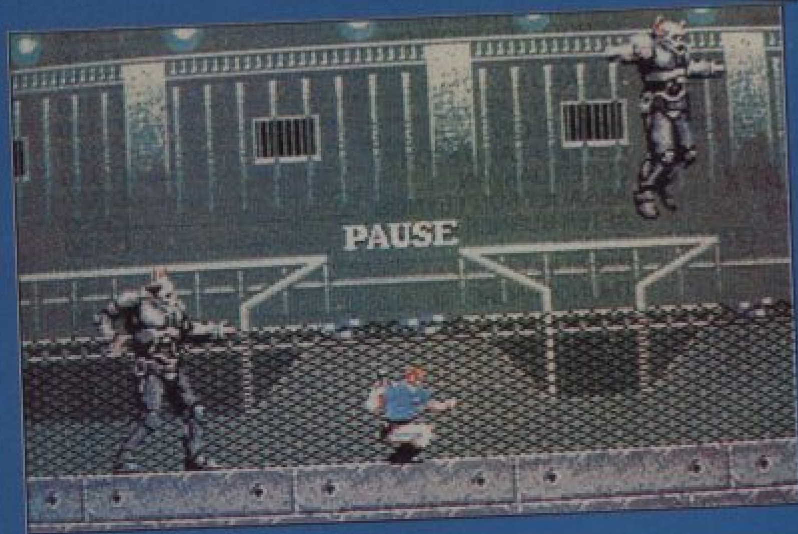
OVERALL 88%

COP THIS!

US GOLD PUT TWO MEGADRIVES WITH COPIES OF SEGA ESWAT UP FOR GRABS







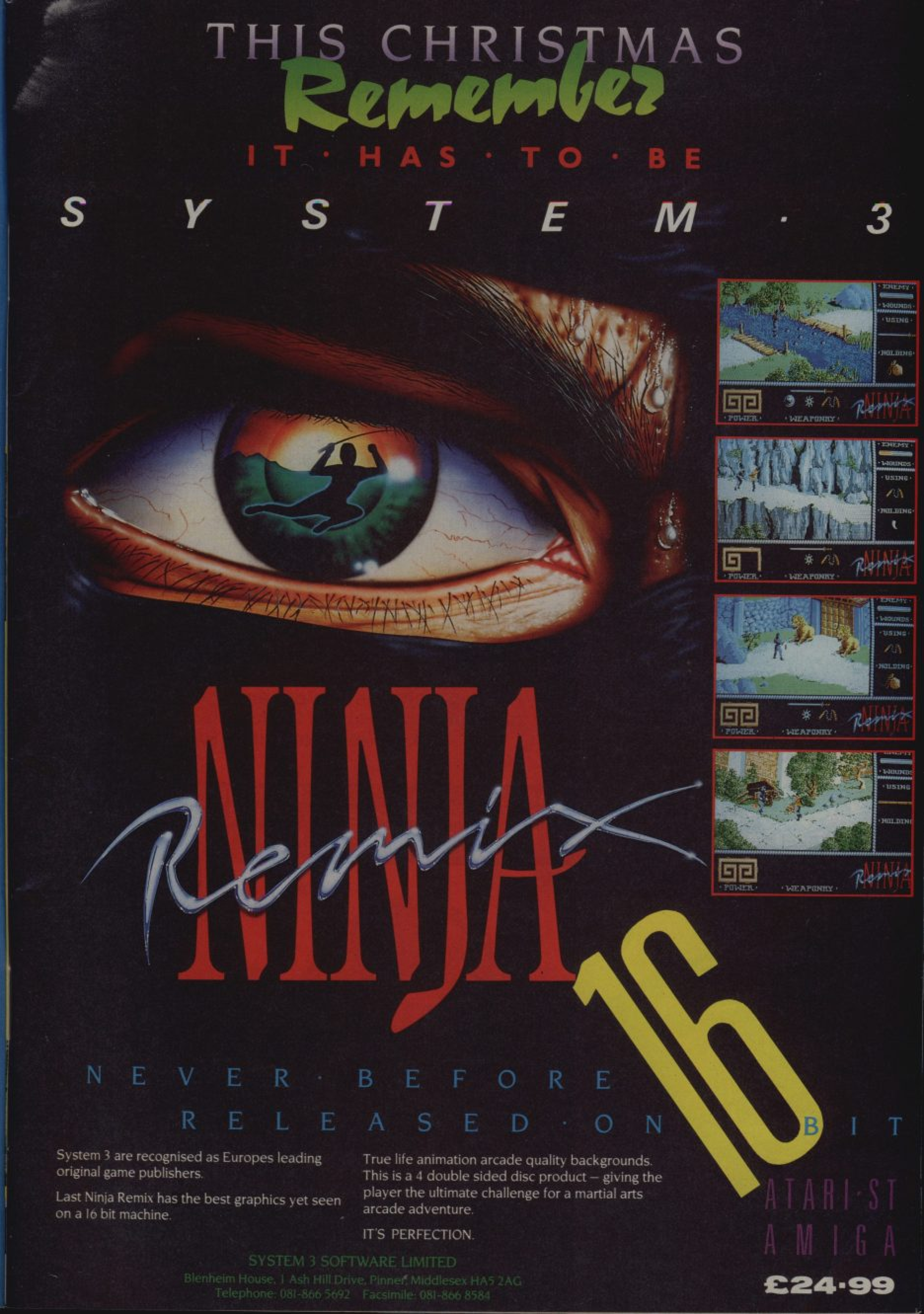
Cor! Have we got a compo for you, or what? US Gold are mighty pleased with their brill ESWAT conversions (reviewed just across the page) and have "got together" with C+VG to come up with this completely amazing never-to-repeated, everything-must-go competition.

So, what's on offer? Well, if you have the necessary brain power to answer the disturbingly difficult questions below then you - yes you - might be the lucky fellah (or lass) who walks away with one of two spanking new Megadrives AND a copy of the brillzoid Megadrive ESWAT thrown in for good measure. Pretty damn groovy, huh? Well, that's not all as twenty (count 'em) runners up will be rewarded for their efforts with an exclusive, limited edition ESWAT bum bag - the essential fashion item for strutting dudes who like to be seen around town in style.

Okay then, get a load of these questions...

1. What does ESWAT stand for?
2. How many levels are in the arcade and home versions of the game?
3. Who programmed US Gold's home computer versions of the game?

Reckon you can hone those powerful alpha waves into coming up with a suitable set of answers to those brain teasers? Well, if you can waste no more time. Grab a postcard and scrawl your name and address on it along with your answers and send it off to CRIKEY HELL GUV! A MEGADRIVE WITH ESWAT WOULD REALLY MAKE MY DAY COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. But be quick, because the closing date for this compo is the 30th of January, 1991!



THIS CHRISTMAS
Remember
IT · HAS · TO · BE
S Y S T E M · 3
NINJA
Remix
16
NEVER · BEFORE
RELEASED · ON
BIT
System 3 are recognised as Europes leading original game publishers.
Last Ninja Remix has the best graphics yet seen on a 16 bit machine.
True life animation arcade quality backgrounds. This is a 4 double sided disc product – giving the player the ultimate challenge for a martial arts arcade adventure.
IT'S PERFECTION.
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£24·99

C+VG HOTLINES

WIN A MEGADRIVE
0898 334 150

Cor! A super-swish Sega Megadrive could well be YOURS for the taking. We've got one such wonder machine to give away so make no delay - dial today! We'll even throw in a copy of the stunning John Madden's American Football to start the collection!

WIN A PC ENGINE
0898 555 539

Yowzers! At great expense, C+VG have go their grubby mitts on a brand new PC Engine - and it could be yours! All you have to do is pick up that 'phone, answer four ludicrously simple questions and Bob could well be your uncle. Who knows?

WIN A GAMEBOY
0898 555 538

Small but perfectly formed, the Gameboy has sold over 11 million units worldwide! You could become one of the masses of satisfied owners just by picking up that 'phone and dialing for all your worth! Get to it - NOW!

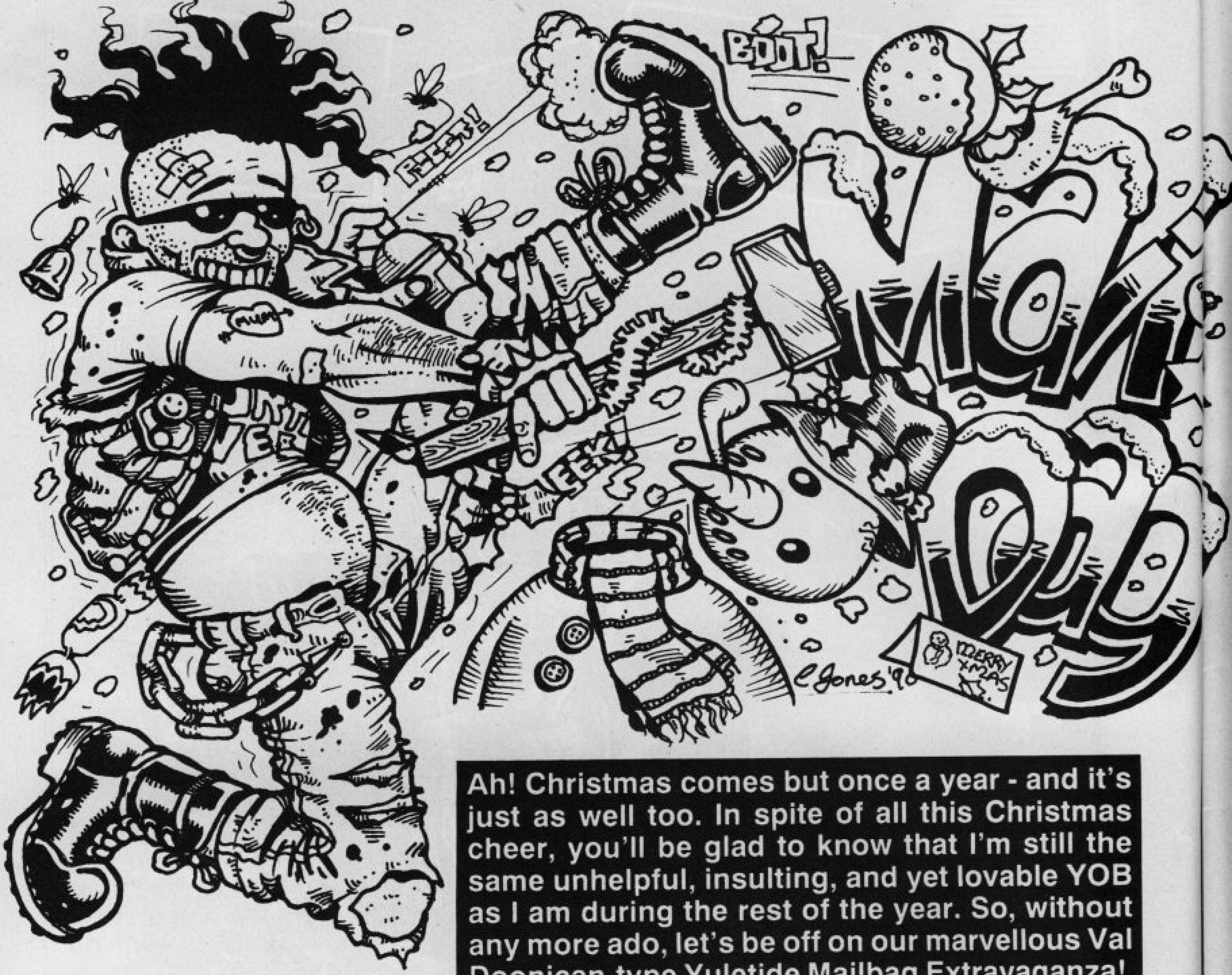
WIN A LYNX
0898 555 537

Strike a light! At a hundred and thirty sovs, the Lynx is something of a luxury item, but it could be you that gets one free of charge if you enter this fabbo C+VG compo! Get to that 'phone and dial, dial, dial! We'll be waiting for your call!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.




STORM
THE SALES CURVE
AMIGA
ATARI STE
AMIGA
92% CRASH SMASH
92% GEN D'OR
91% ZERO HERO
ST DRAGON
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM.
Incorporates unique Dynamic Loader System
CBM 64
SPECTRUM
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU



Ah! Christmas comes but once a year - and it's just as well too. In spite of all this Christmas cheer, you'll be glad to know that I'm still the same unhelpful, insulting, and yet lovable YOB as I am during the rest of the year. So, without any more ado, let's be off on our marvellous Val Doonican-type Yuletide Mailbag Extravaganza!

MUSICAL YOUTH

Dear YOB,
Hello my hard friend, how you doin'? You asked for top five of music on the computer, well here are mine for the C64.

1. Loading tune: Central Park, Last Ninja 2
2. Vendetta completion tune
3. Microprose Soccer
4. Miami Vice
5. Rainbow Islands

Andrew Ruczenczyn, Dinnington, Sheffield

Dear YOB,
In last month's mag, you asked for a top ten of computer generated music, so here goes...

1. Sanxion loading music
2. Knuckle Busters in-game music
3. Wizball, hi-score music
4. Rambo
5. Delta
6. Mega Apocalypse
7. IK
8. Game Over title screen music
9. Terra Cresta in-game music,
10 Cybernoid

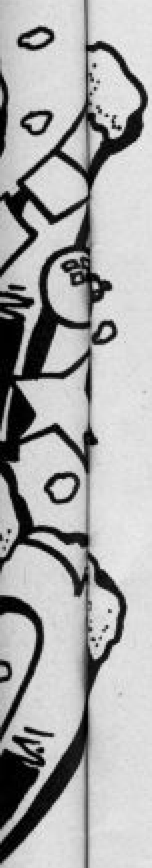
I would also like to say, while the Maniacs of Noise are the best musicians around at the moment, no-one has ever been up to the standard of Rob Hubbard and Martin Galway - they could make the C64 sound like nothing else and I wish they would come back.
Someone with an awful signature, Somewhere.
PS: Sorry about the handwriting.

MC YOB: Those sound like a couple of valid hit-lists, but I still think Delta has the best C64 music ever. Anyone else got a list of favourites for some other computers or consoles? For example, does anyone remember the music on that ancient Spectrum budget game, Agent X? Now that was really something! And how about City Hunter on the PC Engine or Vermillion on the Megadrive? Rainbow Arts' musician, Chris Huelsbeck, is good, and so is Matt Furniss (who produced the tunes for Domark's Badlands and Spy Who Loved Me), but nothing gets me boogyin' better than the music on Software Creations' stuff (written by Tim and Ian Follin I think). All this talk of music reminds me of when people used to write in to mags saying they turned down the game music and put on their own fave records while playing. Does anyone still do that or have computer music standards improved so much that no-one feels the need to any more? Let's know, eh?

MASTER YODA, YOU CAN'T DIE!

Dear Yob,
Christmas is coming and the geese are getting fat, please put an Amiga down my Y-fronts or I'll kick your face in. Yo ho ho and a bottle of Alexov!
It's that bloody festive time again, time for swearing at grannies for knitting you an-

other jumper and time for telling carolers to p*** off! Now, to the point of this little message. Where are TAC, namely Darth Vader and Yoda? I had hoped for a Christmas greeting from them, after all, it's been nearly a year since their last effort.
So, if by some reason they have been committed to the nearest asylum (and I wouldn't be surprised) me and the posse are prepared to bust them out!
Well, see you for now!
Darth Vader and Yoda Appreciation Society and completely insane role-players posse, Banbury.
ALL-SEEING, ALL-KNOWING YOB: Darth Vader and Yoda are not dead. In fact I am in contact with them on a regular basis, but I have sworn to keep their location a secret until the time is right. Maybe they will make their presence known next month...



SOUND ADVICE

Dear YOB,
I've got a Spectrum +3. My Dad's got a PC with VGA monitor. The graphics may be lush but the sound's crap so I'm going to get a sound board. Will you tell me the best one please?
I don't know which game to get: either Off-Road Racer or Badlands on the PC. Which do you think the best is?
I'm getting a Game Gear for Christmas, do you think it's worth getting or not? It looks lush.
Neil Cole, Swansea.
PS: What does YOB stand for, or are you too afraid to tell? PPS: I think you're lush.
YOB: That last PS leaves me a might concerned about your mental condition, but, though it's against my better judgement, I'll answer your questions.
1) A Roland sound card is probably the best available for the PC, but also the most expensive (the best one costs about £800!), so you'd probably be best off with an ADLIB card, or better still, a Game Blaster, which is ADLIB compatible and has numerous other bits of sound gubbins built in.
2) I haven't played Badlands on the PC, but I have played Off-Road Racer, and though it's really neat, I find it a bit easy. But then I suppose that's just me being a terrific games-player.



3) The Game Gear is quite good, but I'd wait until it's officially released at less than £100, because the Lynx is a much more interesting machine at the moment, especially with all the new software coming out.

LETTER OF THE BEAST 2

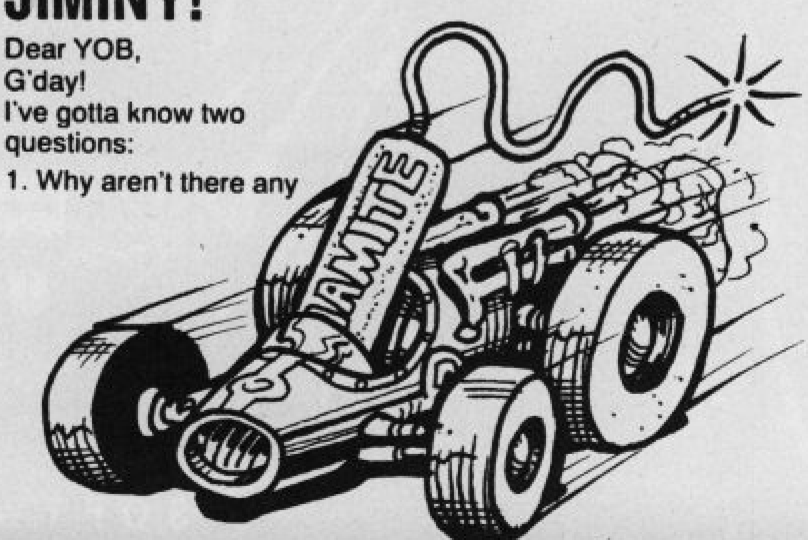
Dear YOB,
Yep, you who thinks that he is 'ard with the stupid leather jacket. I don't think it was right to blame you but will you please pull off the dude's head who reviewed Shadow of the Beast 2 then put the head in a blender and mail the pieces to different parts of the world because the fool done a misprint. It printed 59% instead of 99%.
If it wasn't a misprint the dickhead (write fool there if you want) **(Would I? - YOB)** is deaf, blind and overall, THICK! I reckon he must have played it once and not got anywhere. If you don't print this I am going to pop round to your little joint and kick you to DEATH!
Tony Cregan, Manchester.
YOB: Thanks for your constructive opinions, Tone, and thank you for putting them across so succinctly and eruditely. If I were you, though, I'd try to cut down on the amount of red meat in your diet. It's making you sound like an obnoxious git, which surely isn't the case. Is it?

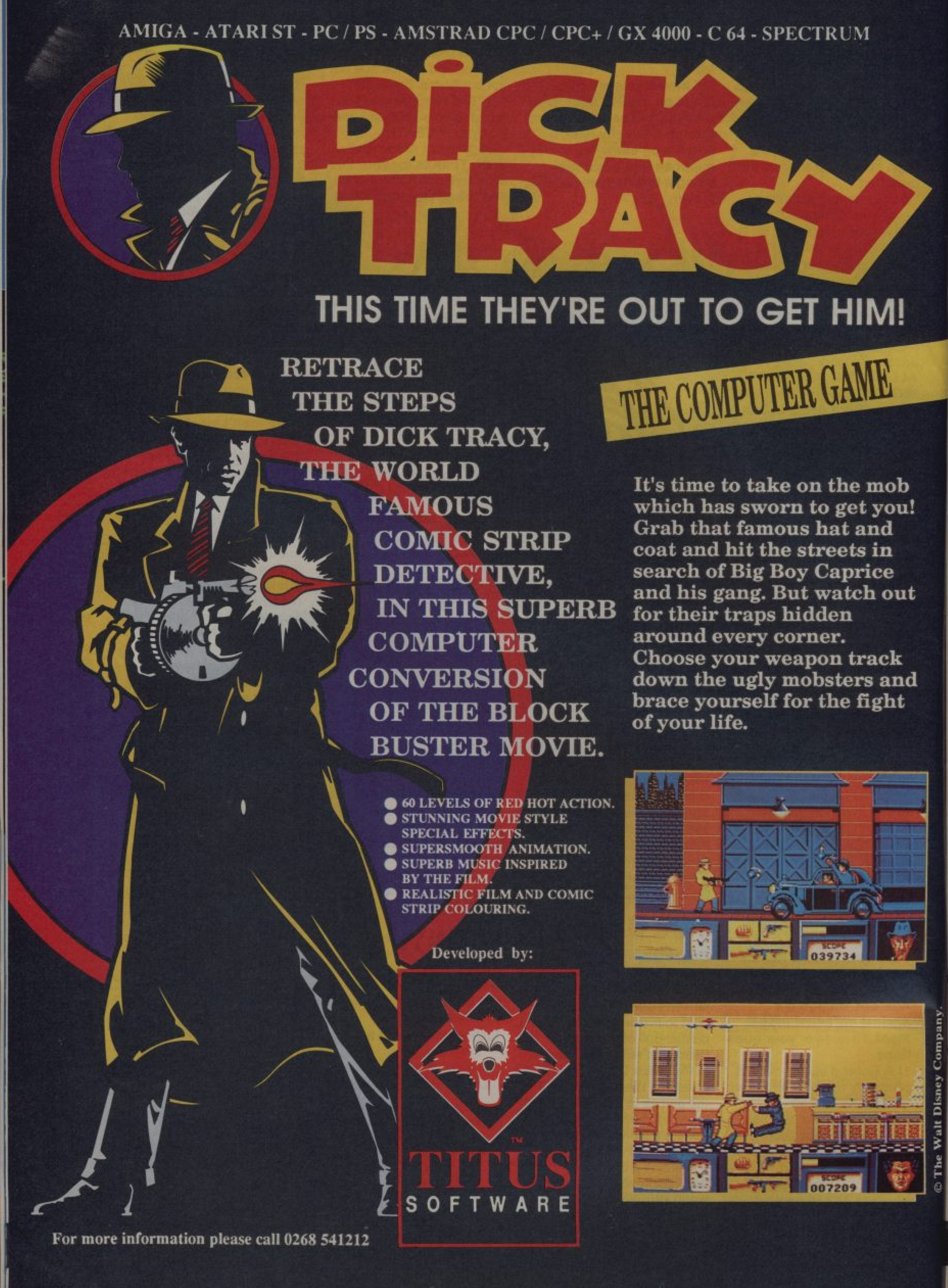
CRICKET, BY JIMINY!

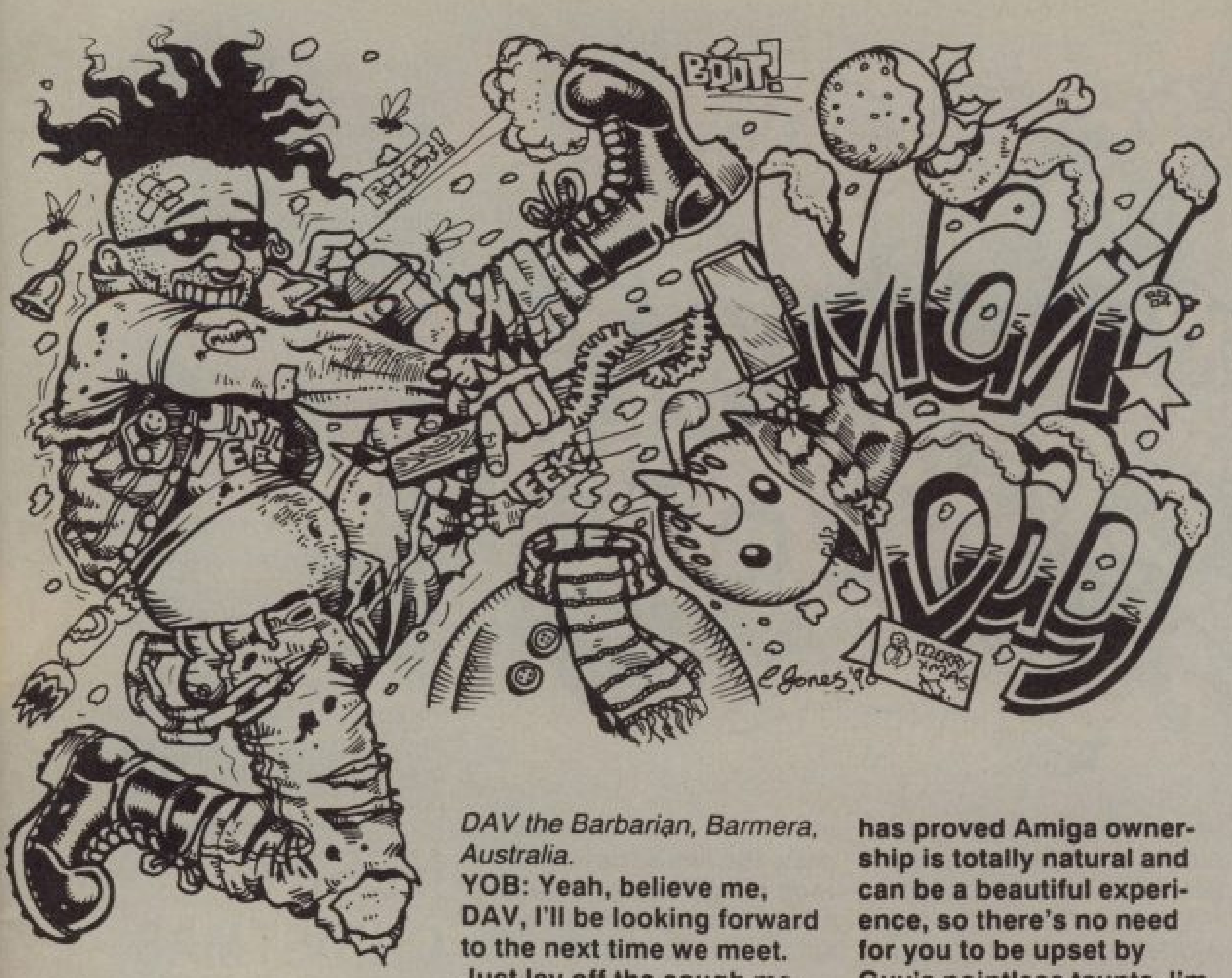
Dear YOB,
G'day!
I've gotta know two questions:
1. Why aren't there any Rugby League programs around. Eg, TV Sports: Rugby League (particularly on the Amiga). Might this be because the Aussies keep kicking ass, both in the past, present (and the future)?
2. Could you please tell me if there are any worthwhile cricket games? Talking of cricket, we're kicking ass in that too!
Benn "The Hitman" Watson, Moorebank, Australia (obviously).
YOB: That's funny - I didn't think you were allowed to kick ass in cricket. If I'd known that I wouldn't have skived off so many PE lessons at school. Anyway, to answer your questions -
1) How should I know why there aren't any Rugby League programs around? It's probably for the same reason there aren't any carpet bowls games or rolling-peas-along-the-ground-using-your-nose games, ie, there isn't much of a demand for one.
2) The only worthwhile cricket game around until recently was Audiogenic's ancient Ian Botham's Test Match, and that was 8 bit only. However, Anco (of Kick Off fame) have announced that they're producing a cricket game called (and don't believe this if you don't want to) Bails Off, which will be out some time in '91.

DAV THE DIV

Dear YOB,
Cowabunga! This greeting has been sent forth from the mountain stronghold of the barbarian, DAV, worshipper of the Teenage Mutant Ninja Turtles and Mr Australia run-




AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM
DICK TRACY
THIS TIME THEY'RE OUT TO GET HIM!
THE COMPUTER GAME
RETRACE THE STEPS OF DICK TRACY, THE WORLD FAMOUS COMIC STRIP DETECTIVE, IN THIS SUPERB COMPUTER CONVERSION OF THE BLOCK BUSTER MOVIE.
It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.
60 LEVELS OF RED HOT ACTION.
STUNNING MOVIE STYLE SPECIAL EFFECTS.
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SUPERB MUSIC INSPIRED BY THE FILM.
REALISTIC FILM AND COMIC STRIP COLOURING.
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ner-up (twice). I have come forth from the wastes of the Simpson desert with battle-axe gleaming and loincloth oiled to correspond with one as great as you.
Recently I have had the pleasure of visiting Lyrup, a community full of surprises. The nightlife there is an experience every warrior in Australia should view... Enough said of that!
Dav has been watching the Mailbag with amusement at these non-barbarian types attempting to find the crappiest game in the world. After many long hours of prayers to my lords, the turtles, I have come up with the answer! It is... Professional Do-Nothing Simulator! The game plays like this: the player is presented with a perfectly blank screen. the idea is to do absolutely nothing. Scoring is hourly (real time). You have three lives only, but I fear that may be too hard for non-barbarians. Perhaps a continue option should be added.
Now, O fellow barbarian YOB, the time has come for me to begin the perilous journey back into the wastelands of Australia. Until we meet again my friend, farewell.
DAV the Barbarian, Barmera, Australia.
YOB: Yeah, believe me, DAV, I'll be looking forward to the next time we meet. Just lay off the cough medicine, that's all.

PROBLEMS WITH GUYS

Dear YOB,
I have recently purchased an Amiga A500 and also have the misfortune to know someone called "Guy Simms" who has got a Megadrive. Now, Guy happens to think that the Megadrive has much better sound and graphics than the Amiga. The problem is, don't you think it is a bit unfair to compare a highly brilliant computer with a good console? Even when the Amiga's graphics and sound are good enough? I agree that the Megadrive is better, but that is because it is a "console", and the Amiga is a "computer". Please, please, please, please, could you, for Guy's sake, make this clear (Anyway, I think your mag's great!)
Muhmud Ahmad, Thornton Heath, Surrey.

AUNTIE YOB: Remember, Muhmud, there's nothing dirty or shameful about owning an Amiga these days, and it's just something that a certain percentage of the population feel drawn to. Medical science has proved Amiga ownership is totally natural and can be a beautiful experience, so there's no need for you to be upset by Guy's pointless taunts. I'm sending you a leaflet called "16 Bit Computers - Health, Hygiene and HAM mode" which should help.

MEGADRIVE'S DESPERATE FAN

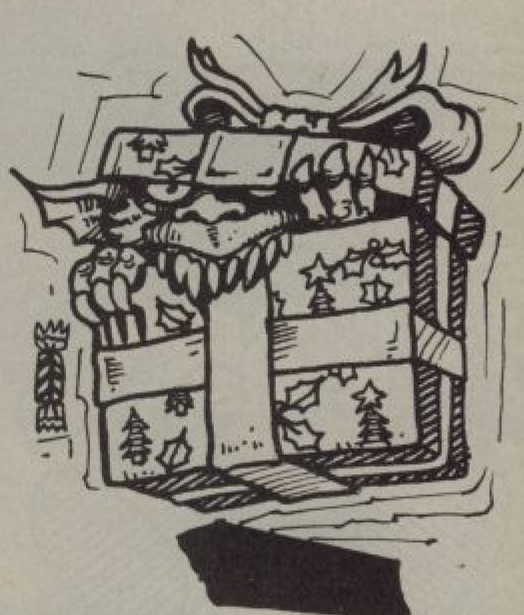
Dear YOB,
Please could you persuade my family to buy me a Megadrive? I originally wanted a Spectrum, then I changed my mind and wanted an ST, and now, nearly three years later I've decided that I would like a radical new Megadrive - but my folks don't want to know! Please talk some sense into them!
I M Desperate, Fenham, Newcastle.
YOB: You're obviously so bad at making your mind up I'm surprised your family haven't already thrown you out of the house, but seeing as it's Christmas I'll help you out.
Dear Desperate Family,
Get this kid a Megadrive. If it's going to shut his whining it's got to be worth the money.
Most sincerely,
YOB.

NO SMALLS COMPLAINT

Dear YOB,
As you don't have a small ad section in C+VG, I was wondering if you could ask if any one was selling a second hand Amiga A500. If they were could they send an SAE and their price to "Stephen Gatenby, 12 Micawber Road, Poynton, Stockport, Cheshire, SK12 2UW". Thanks.
S Gatenby, Cheshire.
YOB: C+VG does have a small ad section, actually and it only costs two quid to use it, but seeing as you're blighted with such a funny name as well as being a bit daft I thought I'd stick your letter in. Just this once, mind. I dunno - am I getting soft in my old age or what?

THE HORROR OF DRUGS, GRAPHICALLY ILLUSTRATED

Dear YOBABUNZA (how it is pronounced on planet KRWARPNUN, anyway),
Heard about a strange ritual held on your world called "CHRUSTMAS" or something. Our spies tell us that you give each other "gifts" - a strange thing to do, as we on KRWARPNUN have a custom where we take our neighbours' socks and strain mari-





nated melon juice through them. The strained juice is then poured into our neighbours' "WHORNDUFFER" (rear left Levi 501 pocket) as a token of our appreciation. You were lucky to receive this letter on "paper" as we have cut down all the trees on our planet turning it into hell for dogs!
I almost wrote, or engraved, this letter on a freshly poached kipper but the "BRUNDIP" (light bulb) ate it! Must finish here as my curtains with Worcester sauce are almost boiled (taste better with "Domestos" though, but the price is terrible). be seeing you soon! Till then "CWOB-KNOB", as we say!
A "KRWARPNIAM" Extremist, Singworca.
YOB: Now just sit down quietly and relax while I call a doctor. No, honestly, I think they can treat this kind of problem these days. And it hardly hurts at all (although some patients find their hair falls out and they are suddenly able to rotate their heads through 360 degrees).



MAD MONK'S RELIGIOUS DISORDER

Dear YOB,
I am writing to ask you on behalf of my fellow monks if you would like to join our brotherhood. We are known as The Brotherhood of Insane Gamesmen (or BIG for short). If you would like to join, simply perform the traditional initiation ceremony;
STEP 1: Sit for 12 hours in a vat of Bisto.
STEP 2: Have a tattoo done on your bum which reads "Mary Whitehouse was 'ere"
STEP 3: Sit through an entire episode of Terry and June.
If you undergo this test you are truly insane and have earned the right to join BIG.
Rasputin (KGB), Sanction, East Yorkshire.
YOB: Aww no! Not you again! Look, I'm not a religious YOB, and I certainly draw the line at having tattoos on my bot. And as for sitting through an entire episode of Terry and June... well, it all sounds an extremely dangerous and perverse cult and I'm calling the police right now.

TV WHINES

Dear YOB,
Right, I'll get straight to the point, me and probably many other readers would like to see a computer games programme on TV, it would be miles better than the vile crap that you get nowadays. So, I was thinking that if loads of other readers could give their names to a C+VG petition and send it off to a TV company, they would have no choice but to comply with the request unless they want to face the wrath of millions of gamers nationwide.
Lee Shearer, Newcastle Upon Tyne.
YOB: Have no fear, Lee, for I've heard rumours that your wish may well be granted in 1991. Watch the skies... or better still, watch Channel 4.

POETRY CORNER

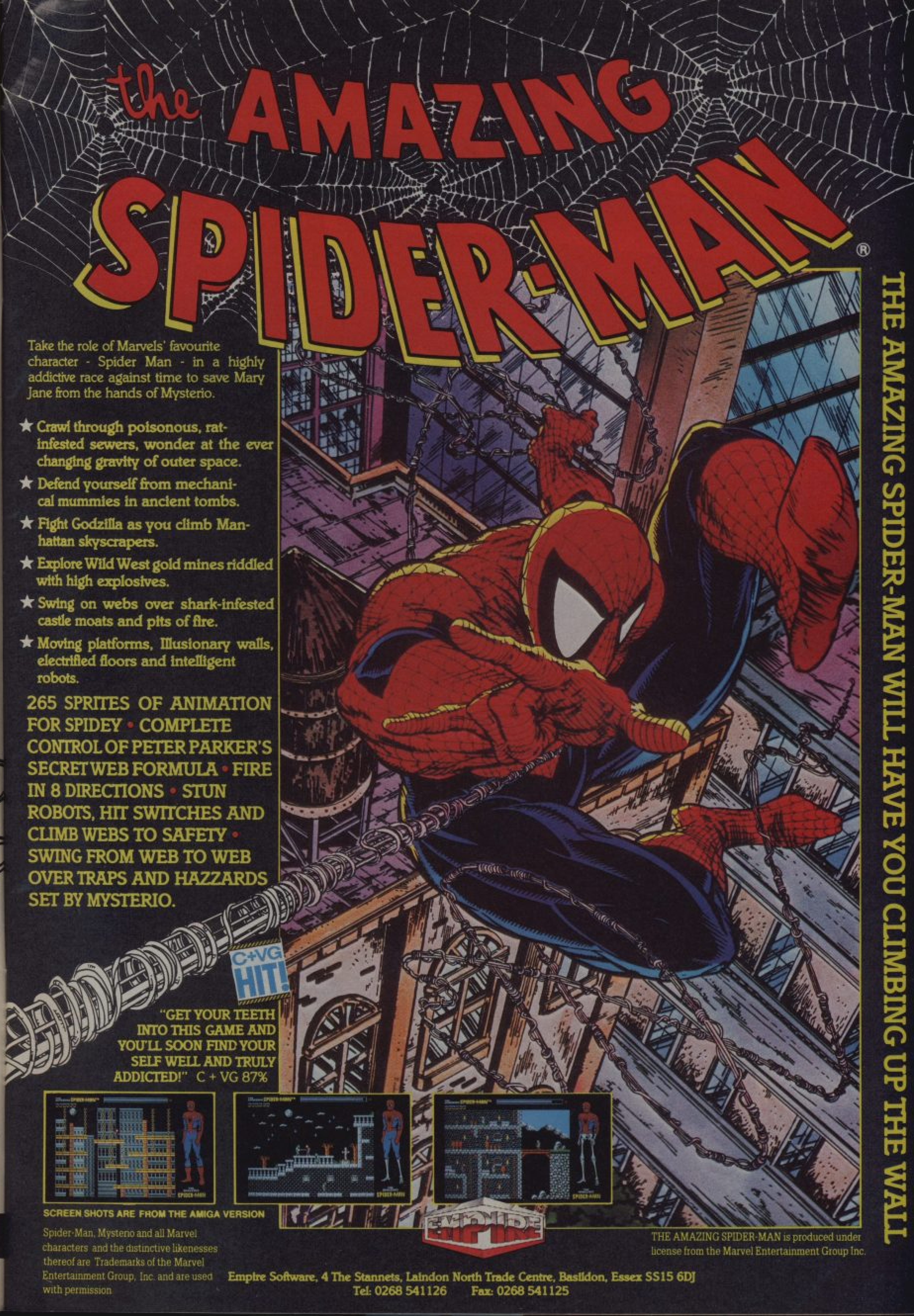
Dear YOB,
Just dropping a line to say "thank you" for the nice review that was given in the Budget section of issue 108 (November). The games reviewed were the Bugbash and Nucleus compilation published by Microtec Entertainment and were rated at 83%. Currently under development is "EGG" and it should be available around Easter time **(Quite appropriate for a game called Egg - YOB)** on the Amiga. Say the following one hundred times a day and you won't forget to buy it!
So remember at Easter, To buy the game EGG, It features a lovable creature And it won't cost you An arm and a leg!
Adrian Cummings, Mutation Software.
YOB: I must say, Ade, that verse almost cost you an arm and a leg and it's lucky you program better than you write poetry.

MERRY CHRISTMAS

**Dear Readers,
Just thought I'd round off the mailbag and fill in an awkward space very easily with a quick note to wish you all a passable Christmas and a fairly decent new year! Get writing those letters for the first Mailbag of 1991, and I'll see yerz next year!!**



IF YOU'VE GOT SOMETHING YOU WANT TO SAY ABOUT GAMES BUT CAN'T SAY IT BECAUSE VERY FEW PEOPLE UNDERSTAND YOU, WHY NOT WRITE TO THE YOB AT THIS ADDRESS: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

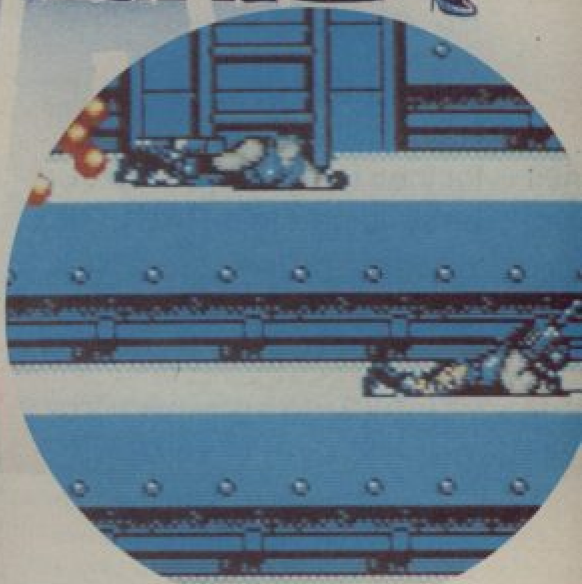

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Coo 'eck! Seven pages of awesome tips for your perusal this month, and brilliant player's guides to Super Off Road, Simulcra and a lot more besides. Not bad, eh? If you've got any terrific tips or maps send 'em all in to PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As always, a ton-fifty of software for any totally outstanding tips.



ALL FORMATS

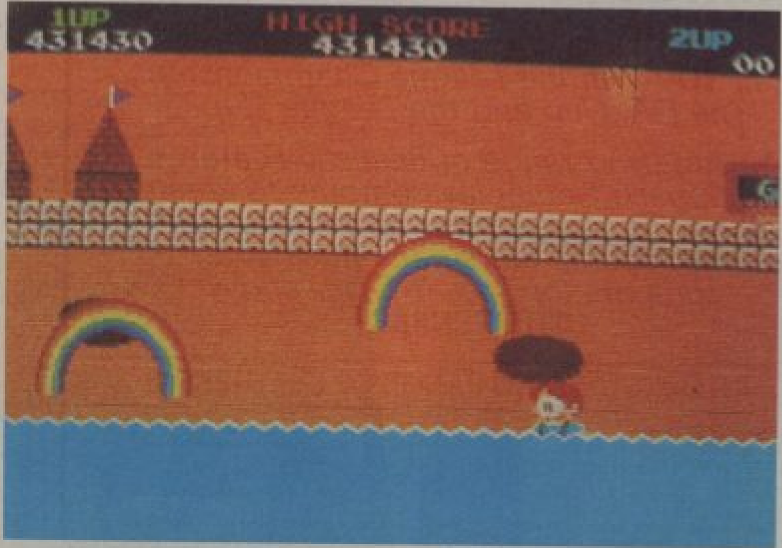
BADLANDS

A tip here straight from J Thomas of Milton Keynes. When you're racing against the other opponents, try not to beat them by too high a margin, otherwise they'll be a lot faster on the next race! Also, although it's tempting, try to buy tyres as well as turbos and speed otherwise your Badlands racer is pretty pathetic at handling corners!



RAINBOW ISLANDS

We seem to keep getting billions of 'phone calls about how to enter the secret rooms in this brilliant game, so listen up! First of all, there's a secret room on every island, and the door to it is found in the end-of-island boss room. To make it appear you must get the rainbow jewels **IN ORDER** from left to right! Sounds pretty tough huh? Well, you can choose which colour jewel you want. Simply crash a rainbow on a meanie in order to make it fly off and die. The screen is divided from left to right into seven invisible vertical strips and where the meanie lands determines what colour it'll be. For example, far left is orange, far right is purple and the middle is green. So now you know! In the secret rooms you'll find permanent power-ups, like extra rainbow power that even stay with you after you die!





C64

MIDNIGHT RESISTANCE

Cor! Craig Howarth from Rossendale is obviously some sort of master hacker, 'cos he's sent in a whole set of C64 cheats! For Midnight Resistance, reckons Craig, simply not rewinding the tape when it tells you to will result in the next level being loaded and extra lives being given! The problem is, you're left with the starting weapon, which isn't much cop at all. You can also try typing **SIAMESE** on the highscore table for infinite lives!

R-TYPE

Craig Howarth strikes back with a cheat for this pretty good Activision conversion - now re-released on the Hit Squad label. Simply reset your computer on the one or two player selection screen (you'll need a reset switch, obviously) and type the following POKEs.

POKE 12957,173 (infinite lives)

POKE 12703,36 (no sprite collision) and then use **SYS 2066** to restart.

OPERATION THUNDERBOLT

A lot of Ocean games seem to use this cheat, and Op Thunderbolt is no exception. Whilst playing, press **F1** and then **RUN STOP** to quit. The game will tell you to rewind the tape and play it. Play it by all means, but don't rewind it and you should discover that the next level is loaded in before your very eyes!

GHOULS 'N' GHOSTS

Craig again with a decent cheat for this US Gold conversion. On the highscore table, type **WIGAN RLFC** and start playing. Now, you can press A for armour and S to skip levels!

SPECTRUM

RUFF AND REDDY

When you're on the menu, hold down the keys **PONDER** and space. The screen border will go white. Start the game and you'll have infinite lives! Good eh? Cheers to Robert Lodge of Stalmine for that little cheatette.

ATOM ANT

Hold down **RIOPJKM** and **Caps Shift** together until the border goes white. Now start the game and you should be invincible. Thanks again to Robert Lodge of Stalmine.

AMSTRAD

ST

STRYX

Simultaneously hold down the keys **HELP, M** and **E** while playing for infinite energy! Thanks to Cho Hon Lee for that little tip!

SHINOBI

Literally thousands of you sent in this little cheat which gives infinite credits. Simply pause the game and type **LARSXVIII** and all those credits are yours for the taking!

AMIGA

DUNGEON MASTER

Bump up your characters' stats with very little effort! Simply make sure that all your characters have full amounts of food and drink and then point the pointer so pressing the button twice will firstly select battle options and then select a fighting move. Now unplug your mouse, plug an autofire joystick in and leave your computer alone for a couple of hours with the autofire on. You should gain more fighter levels for doing hardly anything! Also, not carrying a weapon and doing the same thing will bump up your ninja level!

F29 RETALIATOR

Landing the F29 can be a real downer, but apparently if you just eject over the runway, you complete the mission without any of the hassle! Thanks to Nathan Hadfield of Bletchley for that useful bit of advice!

SEGA

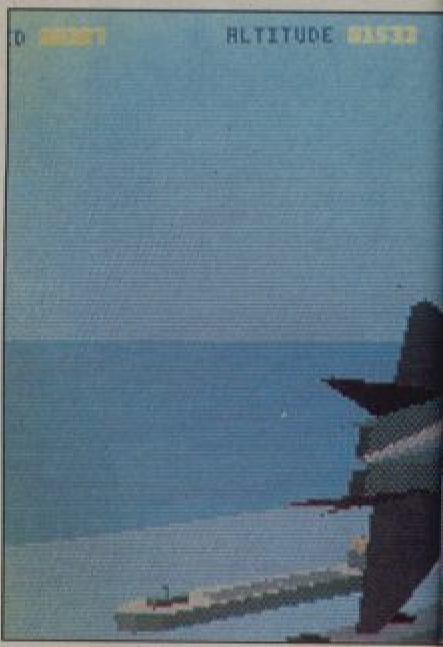
SHINOBI

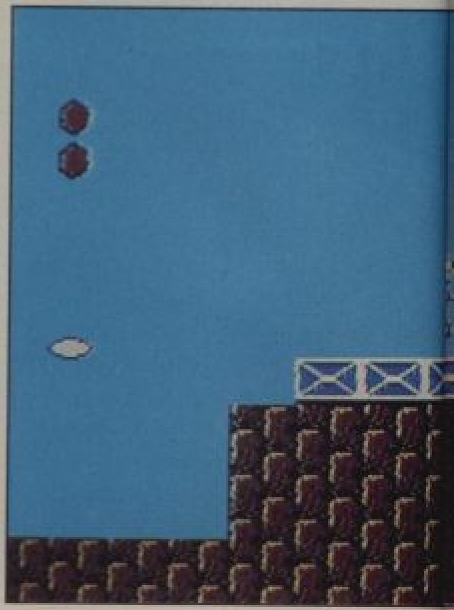
On the title screen, wait for the ninja face to appear and then press down and button 2 on the joypad. A blank screen will appear, closely followed by another that allows you to start on any stage. Thanks to Daniel Coles from Somerset.

VIGILANTE

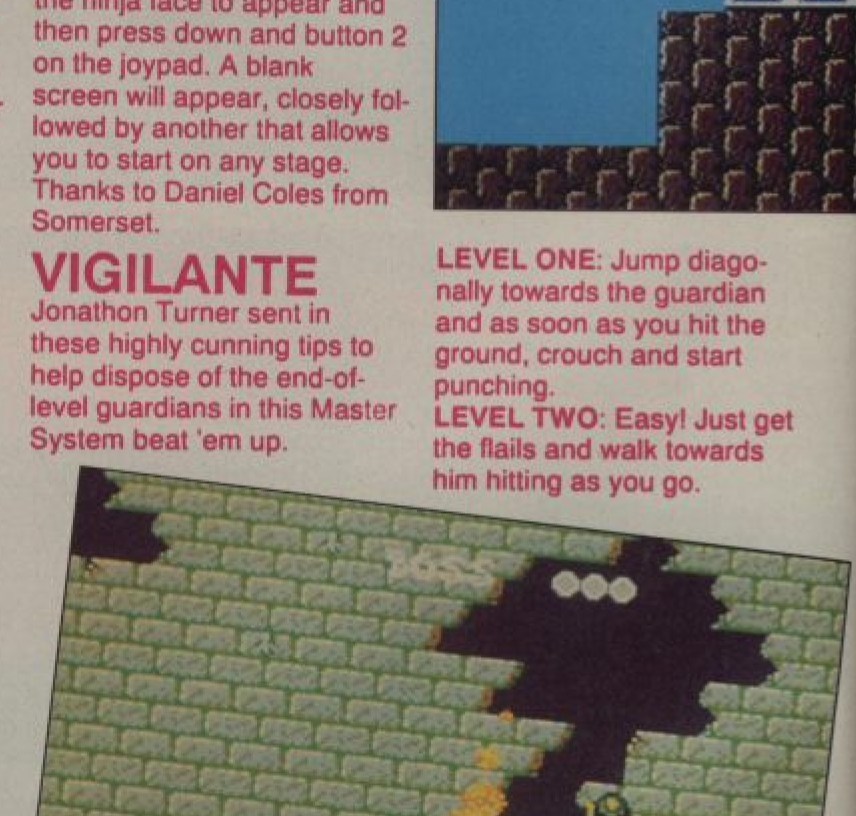
Jonathon Turner sent in these highly cunning tips to help dispose of the end-of-level guardians in this Master System beat 'em up.

LEVEL ONE: Jump diagonally towards the guardian and as soon as you hit the ground, crouch and start punching.
LEVEL TWO: Easy! Just get the flails and walk towards him hitting as you go.

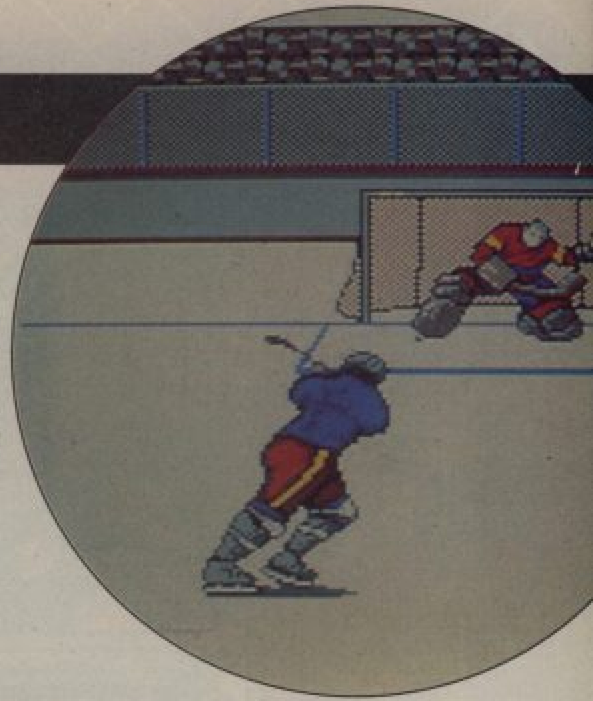


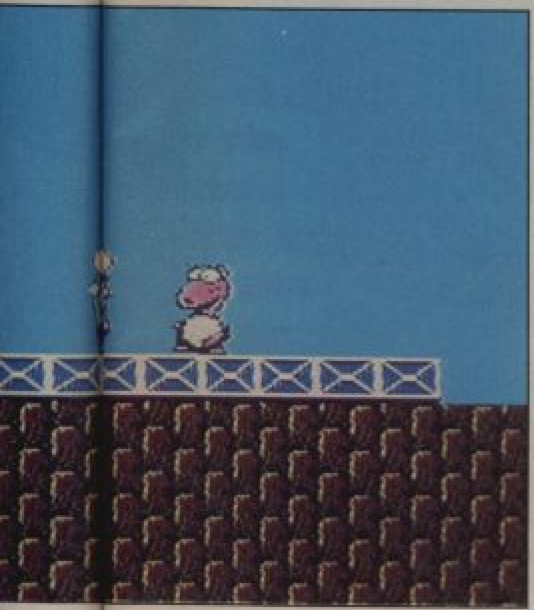












LEVEL THREE: Jump at the boss so his ball and chain goes back then back off and duck down and when he runs at you punch him, run back and then repeat until he's dead.

LEVEL FOUR: Use the same tactics as level three.
LEVEL FIVE: You need to use the flails. Duck down some way from the guardian and as he approaches start hitting him. He'll retreat so repeat this process until he dies.

CHASE HQ

On level one, if you drive through the yellow barriers you sometimes are rewarded with an extra turbo boost! Thanks to Andrew Duncan from Derbyshire for that tip.

NINTENDO

TETRIS

Damien Moriarty of Queensland, Australia says that if you start a game on **GAME B**, and **HEIGHT 5** (any level), you can complete the game at any time by pressing button **B** and **SELECT** really quickly. When the next block hits, it will say **SUCCESS**! You can now get loads of points, as well as a 5,000 point bonus!

SUPER MARIO BROS II

Allan Criggie, who hails from Stonehaven, in Grampian, Scotland, has discovered a secret warp (da-daa!). On level 4-2, just carry on as usual, until you reach the stone island. Pick up the potion, and carry on through the level, until you nearly reach the end. On the last small platform, drop down onto the whale's tail, and run along, then jump to the island with the pot. Drop the potion, enter the door, and when in subspace, jump down into the pot, which will warp you to level 6! Thanks a bundle, Allan!

BLADES OF STEEL

To start a game without any goalkeepers, simply hold the A and B buttons on both controllers at the same time, then press **START** on pad one! Thanks to Keith Mura, who harks from unknown foreign parts (sorry Keith, but you didn't put your full address on the letter!).

TRACK AND FIELD II

Robin Coyle from Manchester's a sporty fellow, and he's sent in some tips on Konami's Olympic pad-basher.

ARCHERY

When the target is at a distance of 30m, have the power so that it's level with the start of the U of UP beneath the scale.
If the wind meter points up, cut it down to half (for example, if it registers 12, press right until it comes down to 6). If it points down, simply do the reverse.
On 50m, put the power up to the end of the P of UP - unless the wind is blowing towards you by more than 10, in which case whack the power up to the max.
When on 70m, use a full power shot with one unit of elevation. It doesn't matter if the wind is going forwards, but if it's going backwards, give it more unit of elevation.

HAMMER THROW

Build up your energy until your man starts flashing (ooer!), then let your energy drop until only a small amount remains. Launch the hammer **AT THE MAXIMUM ANGLE**, and it should hit the ground at a distance of 90m!

MEGADRIVE

FORGOTTEN WORLDS

Daniel Faulkner has been hard at work with this brill Megadrive shoot 'em up and has seen fit to send in the locations of all the secret objects on each level!





IT'S THE MASTER MIX from SEGA

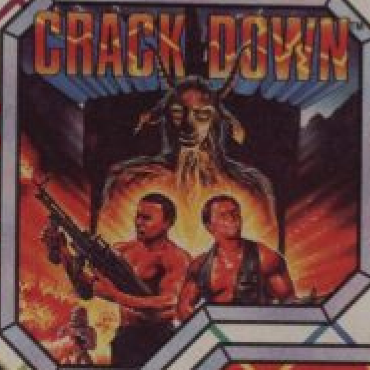
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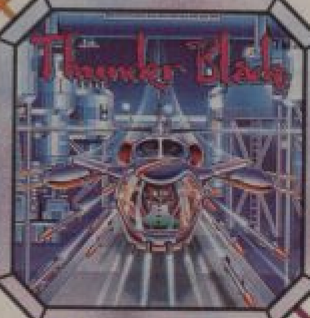
MASTER MIX

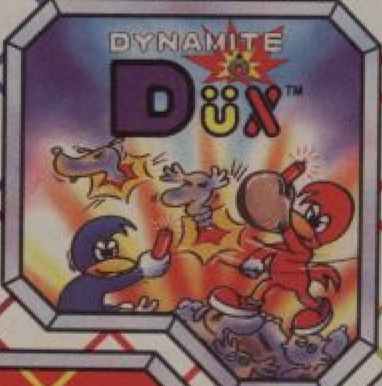


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LEVEL TWO: Shoot the water from the top of the screen and sooner or later a large Zenny will appear, along with some body armour!
LEVEL THREE: When the screen has scrolled diagonally shoot at the pipes at the top to reveal some large Zennies. Shoot down to get some energy.
LEVEL FOUR: When you can choose to go either to the top or bottom of the screen, choose down and shoot the electric lasers and when they blow up, they'll release some large Zennies!
LEVEL FIVE: Do the same as level four!
LEVEL SIX: Shoot the ground to reveal some energy barrels. Shoot at the first rock to reveal an energy windmill. When the shop appears don't go in, but instead shoot the ice clouds to reveal some extra Zennies and then enter.
LEVEL SEVEN: Shoot the shelves to reveal some energy and armour. When the caves at the side appear go inside and shoot the top cross to reveal a massive Zenny.

FATMAN

Not the worst beat 'em up we've ever played but the biggest downer was the fact that you couldn't choose a different character to fight with.

Well, try these tips for size! On the title screen use these sequences of button presses...

BONAPARTE: A, UP, C

EDWINA: LEFT, B AND C TOGETHER, C

ROBOCHIC: RIGHT, UP, DOWN

STUMP: A AND C TOGETHER, RIGHT, C

RAMSES: RIGHT, LEFT, A

WEBRA: A AND C TOGETHER, UP, RIGHT

GUANO: UP, RIGHT, A AND B TOGETHER

WEEZIL: DOWN, RIGHT, UP

MC FIRE: DOWN, C, RIGHT

SKINNY: RIGHT, DOWN, RIGHT

SHEBA: B AND C TOGETHER, B, B

BRANIAC: RIGHT, RIGHT, C

BUFF: LEFT, C, B

EL TORO: B AND C TOGETHER, A, UP

SPIDRA: A, DOWN, B
MANDU: A AND B TOGETHER, DOWN, LEFT

CONTINUED ON PAGE 36



AMIGA & ST

THE OFFICIAL PLAYER'S GUIDE TO

SIMULCRA



Once again courtesy of those cool coding dudes at Graftgold, here's a mega-guide to their latest 3D wonder, Simulcra - just the ticket for frustrated SRV (Surface Reconnaissance Vehicle) pilots...

There is a general priorities list that you should adhere to whilst playing each level of the game - and this is it!

1. Locate and destroy the next power generator.
2. Build up the SRV's capabilities.
3. Seek extra lives.
4. Kill the enemy.
5. Get a pod to update your restart position.
6. Survive (a bit obvious really).

STARTING UP

The best way to establish your SRV is to generally wipe out the enemy in the starting area and use the resulting pods to power-up your SRV. Pick up a TAD (Target And Display) as this highlights what pods contain and helps you to decide whether it's worth going for pods that are in tricky positions. Try to pick up a radar pod so you instantly have a map of the matrix at the foot of the screen.

POWER-GENERATING PRANKS

Use the map to locate energy barriers that aren't connected to the edge barrier - follow these and you'll invariably end up facing a power generator. Following degenerating barriers is also another quick way of finding another generator without looking at the map. When you reach a generator try to pick up a pod so that if you die you are instantly put back near the generator.

SURVIVAL

As you play it's best to leave the shield power-ups behind and then return to them once your SRV is well-and-truly shot up. As your SRV is significantly faster than most of the opposing meanies, retreating to pods you've left behind is often the best tactic. However, if you haven't left any pods behind on your travels, shoot innocuous meanies and hope you get a shield pod!

DOGFIGHTING

If you are attacked by airborne craft there are few useful tactics. If their turning circle is better than yours then it's advisable to land because then out-maneuvering your opponent is easier. If an enemy is approaching you from behind try decelerating and turning, this should cause the ship to move right into your sights! Try leading attackers into minefields or towers - they aren't equipped to avoid such ground-based hazards!

DANGEROUS OPPONENTS

Parked flying craft can be dangerous if you let them take-off, so the best tactic is to simply blast them before they have the opportunity to leave the ground. Motherships will undoubtedly make a special guest appearance sooner or later. These heavily armoured meanies follow you around generating other aliens and take many hits to destroy. The best tactic, if you've got plenty of shields, is to ram the ship head on!

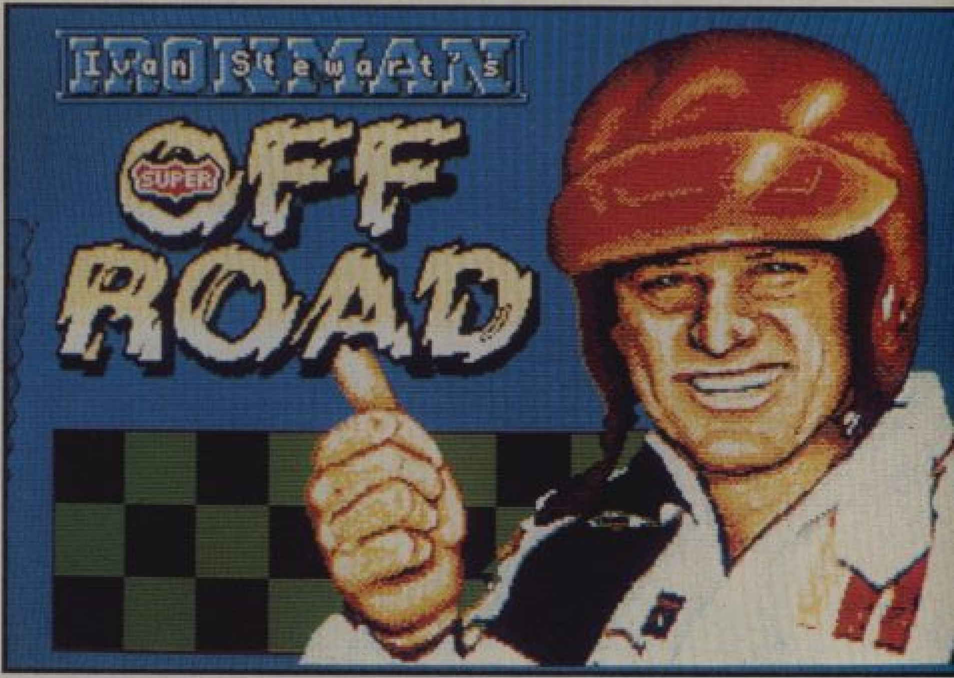
Monoliths have the nasty tendency to drain all your shield energy away very quickly. The best tactic is to approach this beastie pretty slowly and just as it enters laser range, blast away. Be sure to keep your distance though.

Homing meanies are another problem. The cunning SRV pilot retreats at speed, firing at it. It should now pose no threat and you should be able to outrun it, if not outgun it.

Some droids can be rather nasty and fire frisbee-like homing missiles at you. It's best to go straight in and shoot the droid rather than the homing missiles.



ALL FORMATS
THE OFFICIAL PLAYER'S GUIDE TO
SUPER OFF-ROAD RACER



Flippin' heck! Ivan "Ironman" Stewart's Super Off-Road Racer (to give it its full name) scooped a handful of rave reviews a couple of months ago, and now, C+VG are here with the exclusive and dare we say, definitive guide to this fabby game - straight from the programmers themselves (cor!).

In the speedshop, acceleration and top speed are most important, but you don't get full effect from these unless you have decent tyres.

Staying on the track with all four wheels is important, so some shocks will come in handy after a few races. They help to decrease the effect of the bumps on the tracks.

Sometimes it's better to take the long route around a bump, just to keep speed up, especially if you have low acceleration.

If you can, try to cut the corners around the track - the computer controlled trucks usually take the slightly longer, but safer, route.

Try to avoid hitting walls, large amounts of time are lost by careless driving.

Use nitros wisely. There's not much point firing a nitro at a corner and banging straight into the wall. They are most effective when used on a fairly long straight.

Don't use nitros with other trucks directly in front of you, they will get more benefit from the knock on effect than you will get from the nitro.

It's better to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

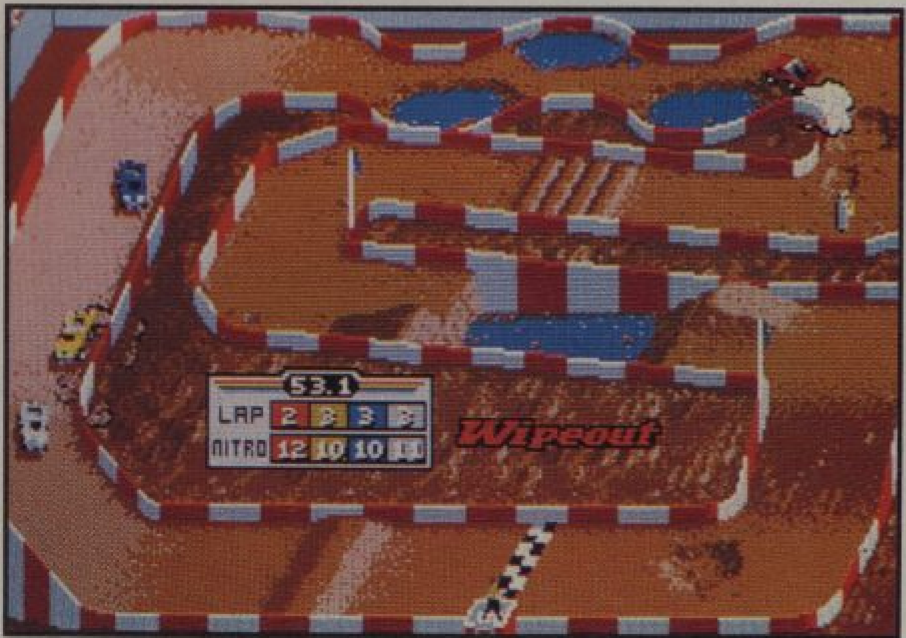
Remember, Ironman is the fastest and craftiest computer truck, so he's the one to concentrate on, although to survive a race you must beat ALL of the computer-controlled trucks.

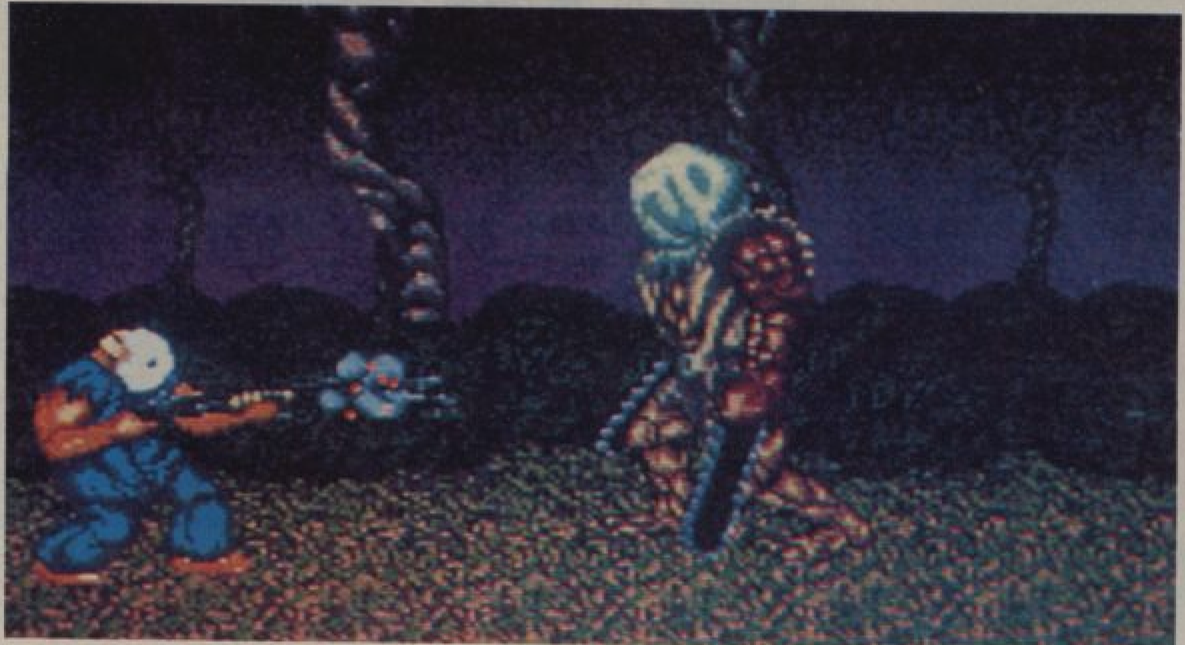
The computer controlled trucks, Ironman especially, get upset if you beat them by too much in a race and jazz up their trucks accordingly for the next race - so try not to beat them by too large a margin.

It's best to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

And remember, it's not the winning that's important, it's the taking part! (call that a tip? - Ed)







PC ENGINE

FORMATION SOCCER

Ricky Porter from Derbyshire has been playing this game solid since he bought it and has decided to share his expertise with the civilised world. If you're finding it hard to score against the computer's mega-tough autokeeper, don't despair. Just get the ball back to your 'keeper and use him to take the ball up the field! Always keep his back turned against any challengers and watch him shrug off any vicious tackles! When you reach the area just take it past the opposing 'keeper - GOAL!

Also, if you're bored of the same old weather girl, then listen up! Simply take the small hand and point it where it says channel 2. Press it about twenty times and then flick back to the weather channel to see a sexy chick in a bikini winking at you! Cor!

STREET FIGHTER

If you have an autofire joystick, switch button I on, causing the pause mode to switch on and off. Now you can kick seven piles out of the bad guys without a scratch! Ta to Marcus Akin from Brentford for that.



SPLATTER HOUSE

When the last monster pops her head up for the fifth and last time, make sure you have one heart left. If you kill it quickly, you can walk into a rock or a hand and die. This way you'll get bonus points and lives, so you can gain masses of points by doing the level over and over again! Once again, thanks to Marcus Akin from Brentford.

GAMEBOY

BATMAN

'an Henderson of Bintingford has sent in some tips to supplement last month's AND a cheat for this classic little Gameboy number. So, without further ado, the tips...

1. It's a lot easier to kill Jack Napier if you use the batarangs - that's the A icon.
2. If some items seem impossible to get, shoot the surrounding blocks and hey presto: a platform has been created!
3. According to Ian, the helicopter at the end of the Batwing level is "a real git". So, after it's bunged the four shooty things at you go right up to it and shoot just under the cannon and then it can't hurt you!
4. Once again, you need the batarangs to "do in" the Joker.

And now, the cheat: to access later levels, on the title screen hold down START, SELECT, A or B to access the hidden round selection screen! The only problem is that it only works after you've completed the game once! Argghhh!

ASMIK WORLD

Paul Love of Bognor Regis, he's a right one, he is. He's obviously one well busy geezer, as he's sent in all the passwords for Asmik World!

STAGE 8: AXOLOTL
STAGE 9: BLUTEN
STAGE 10: CHIMERA
STAGE 17: DEWLAP
STAGE 24: ELYTRON
STAGE 25: GILA
STAGE 32: HYDRA
STAGE 33: IBEX

RETURN JOURNEY

STAGE 33: JEDOCH
STAGE 24: KURZER
STAGE 23: MINORCA
STAGE 16: PANGOLIN
STAGE 15: REMORA
STAGE 8: SCARAB
STAGE 1: ZAHNBELA

ARCADE

STREET FIGHTER

Warren Nicholas from West Malaysia reckons he's a bit "tasty" when it comes to playing arcade machines and sent in this tip for people not so fortunate. To shoot fireballs move the joystick rapidly anti-clockwise in the shape of a C and press the punch button! A backwards C movement and pressing the first kick button will result a spectacular helicopter flying kick - whatever that may be.

TEENAGE MUTANT NINJA TURTLES

Loads of you sent in this pretty devious cheat that gives you extra lives in this fabby arcade machine. All you have to do is bung your ten pees in as usual, and as the start light flashes tap it incredibly quickly. It may sound rather pointless but on some machines it gives your turtle twelve lives!



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Amiga & Atari ST Screenshots
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DOMARK

HIGH SCORES

Hi there! Welcome to the super-fantastic high-scores section, where the most supreme games-players of the age can see their names in lights. If you reckon your name should be here then send your scores on a postcard or sealed down envelope to OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

SEGA

ACTION FIGHTER
9,900,995 Robert Wigston, Lanarkshire, Scotland
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
270,100 Daniel Curley, Manchester
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
267,100 Michael Goode, Cardiff
BLACK BELT
4,561,200 Carl Smith, Hertford Heath
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,313,500 M G Baker, East Grinstead.
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 192,840 James May, Birchington, Kent
SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,600,200 Robert Wigston, Lanarkshire, Scotland
DOUBLE DRAGON
1,094,100 Rory Miller, West Yorkshire
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
245.0 James Noake, Worcs
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
53 Colin Boyes, Australia
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
605,100 Michael Goode, Cardiff
MY HERO
15,063,500 Mark Poliovdakis, Australia
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
667,100 Tim Gadler, Victoria, Australia
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,461,190 David Buckland, Bristol
RESCUE MISSION
575,300 Christer Holm, Finland
R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts
SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,550,100 Mark Poliovdakis, Australia
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,701,000 Alexandre Thilmany, Belgium
VIGILANTE
186,700 Stephen Pope, Chorley, Lancashire
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
999,999 Andrew Bowley, Leicester
WORLD SOCCER
41-0 Karl Clark, Cleveland
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
27,861,520 Daniel Sullivan, Coventry
ALTERED BEAST
2,698,600 Paul Wheatley, Notts
BATMAN
481,700 David Park, Gateshead
COLUMNS
25,270,844 John A Berry, Redhill
DJ BOY
9,835,700 Jonathon Tilbrook, Sheffield
FINAL BLOW
3,189,520 Shejal Mistry, Aylesbury
FORGOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants
GHOSTBUSTERS
10,627,000 Neil (awful signature), South Benfleet
GHOULS AND GHOSTS
912,300 Daniel Sullivan, Coventry
GOLDEN AXE
371.5 Glen Williams, London
MOONWALKER
23,570 Peter Allport, Surrey
NEW ZEALAND STORY
522,360 Nigel Weston, Wilmslow, Cheshire
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
27,283,600 Lee Royle, Reading
SUPER HANG-ON
Beginner: 55,452,580 Anonymous, Somewhere
Junior: 59,986,600 Matthew Adamson, Amersham
Senior: 76,188,460 Matthew Adamson, Amersham
Expert: 83,772,640 Simon Cumpstey, Kirkham, Lancashire.
SUPER MONACO GP
4,679 Peter Allport, Surrey
SUPER SHINOBI
9,999,900 Daniel Sullivan, Coventry
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
6,611,550 (Mania level) Martin Trewren, Taunton, Somerset.
ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

BALLOON FIGHT
995,450 James Rolfe, Tottenham, London
BATMAN
487,999 Edward Robertes, Suffolk
CASTLEVANIA
1,226,350 Gary Thom, Pinner
DUCK HUNT
2,135,000 Carl Ellis, London
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
928,680 Matthew Raftery, Australia
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
303,400 Steffen Sletvold, Norway
GRADIUS
15,550,000 Danny Stevens, Stratford
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
3,295,100 Adam Walsh, Ryde
OPERATION WOLF
1,111,400 James Short, Hants
PRO-AM RACING
333,778 Tim Gadler, Victoria, Australia
RUSH 'N' ATTACK
2,282,800 Steffen Sletvold, Norway
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
SUPER MARIO BROS 3
2,550,750 (completed) Hampus Ericstam, Stockholm, Sweden
TEENAGE MUTANT NINJA TURTLES
109,200 David Jones, West Midlands

GAMEBOY

BATMAN
365,920 Michael Simpson, Glasgow
SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TEENAGE MUTANT NINJA TURTLES
106,100 Leo Yeung, Nelson, Treham's
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
11,485,100 Stephen Simpson, Otley
BLOODY WOLF
2,679,600 James Overbury, Cheltenham
CHAN AND CHAN
2,390,500 Stephen Simpson, Otley
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DEVIL CRASH
156,095,500 Bryan Servante, Stevenage
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,682,130 Aaron Horrel, Bristol
KLAX
906,200 Richard Leadbetter, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
250,200 Wai-Sing Liu, London
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
PC KID
261,430 Justin Welton, Carlisle
POWERDRIFT
1,157,020 Matthew Birch, Langley, Herts
R-TYPE
973,300 Onn Lee, Nottingham
RASTAN 2
192,400 Nathan Russel, Ilford
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
312,300 Peter Lynch, Newcastle
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
36,107,00 James Overbury, Cheltenham
SUPER STAR SOLDIER
4,731,000 Stephen Simpson, Otley
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S.Godstone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

HIGH SCORES

C64

ALTERED BEAST
360,300 Alexis Haddon, Australia
APB
87,460 Christer Holm, Finland
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
664,020 Adrian Shingler, Glossop, Derbyshire
BUBBLE BOBBLE
9,384,110 Simon Stapleton, County Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport, Somerset
DENARIS
716,620 Evan Walters, Leeds
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
IK+
588,000 Ste Markey, Liverpool
KLAX
1,337,855 R E Smith, Coventry
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,513,788 Simon Stapleton, County Cork, Northern Ireland.
NINJA WARRIORS
3,112,359 Eugene Wasylkiw, Cheltenham
OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs.
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
8,389,480 Gary Thom, Pinner
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S.Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S.Yorks.
SHADOW WARRIORS
399,300 Derek France, Stirling
SILKWORM
2,119,600 Matthew Alderf, Chesterfield
TURBO OUT RUN
17,108,227 Thomas Sandham, South Anston, Sheffield.
TURRICAN
1,536,870 Jim Janning, Belfast, County Antrim
TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia
UNTOUCHABLES
8,389,480 Gary Thom, Pinner
VENDETTA
87,500 Lesius Mirow, Loughton
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancs
OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
12,039,610 Nathan Heape, Bristol
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHADOW WARRIORS
51,300 Callum Boath, Moray, Scotland
SHINOBI
84,960 Scott Paul Abbot, South Glamorgan.
STRIDER
57,360 Daniel Bethell, Girton
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
545,710 Simon Ginsei, Bradford
WEC LE MANS
441,440 Adrian Arnese, Bromham

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
16,037,710 Daniel Edwards, Chorley, Lancs
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,346,000 Adrian Arnese, Bromham
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
109,900 Philip Hogg, Liverpool
POWERDRIFT
1,819,221 Stuart Page, Hampshire
RAINBOW ISLANDS
4,565,410 Stephen Simpson, Otley
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
571,210 Robert Swan, C+VG
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SHADOW WARRIORS
114,200 Michael Ellis, Chester
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
35,400 Alex Ware, Sheffield
SPACE HARRIER
6,875,940 David A Syrett, Redditch
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
40,919,996 Nick Berridge, Cheshire
SWITCHBLADE
260,490 Mark Davies, Manchester
THUNDERBLADE
618,510 Richard Davis, London
TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate, W.Lothian
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
2,660,940 Damian Pierce, Hazlemere, Bucks

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALTERED BEAST
507,700 James Ford, Somerset
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
109,750 Simon Williams, Penzance
CONTINENTAL CIRCUS
4,887,470 Lee Tanner, Pitsea.
DOUBLE DRAGON II
122,950 Michael Ellis, Chester
DRAGON NINJA
180,340 Daniel Llewellyn, Wolverhampton
DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent
E-MOTION
363,150 Stuart Campbell, Bathgate, W.Lothian
EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+VG
FORGOTTEN WORLDS
67,500 Robert Golden, Lymington, Hants
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IKARI WARRIORS
102,900 Winchmore Hill, London
INDIANA JONES ARCADE
16,800 Daniel Llewellyn, Wolverhampton
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OPERATION THUNDERBOLT
1,722,700 Keith Vance, Belfast
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
113,088 Adwin Smee, West Bromwich.
MIDNIGHT RESISTANCE
75,650 Matt Whitbread, Lutterworth, Leicester.
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
PHOTON STORM
251,490 Ky Purnell, Witham, Essex
POWERDRIFT
2,208,229 Marc Green, Kent
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,774,546 J Dunbar, Edinburgh
ROBOCOP
441,410 Samir Al-Amar, Hampshire
SHADOW WARRIORS
230,400 Daniel Lewis, Sheffield
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
737,700 Danny Aikens, High Wycombe, Bucks
SUPER HANG-ON
22,142,833 James Ruxton, Highbridge, Somerset
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
323,772 Kevin Moore, Chorlton, Manchester
TURRICAN
1,888,600 Michael Skinner, Aberdeen.
XENON II
10,110,740 Steven Delory, E Sussex

AMIGA

AFTERBURNER
20,127,290 Mark Caban, Victoria, Australia
ANARCHY
504,650 Yohai Shelef, Israel.
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
308,650 Sebastiano Tognacci, Venice, Italy
CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
234,240 Sebastiano Tognacci, Venice, Italy
DATASTORM
1,228,925 Ky Purnell, Witham, Essex
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
364,700 Sebastiano Tognacci, Venice, Italy
FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-on-Trent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL

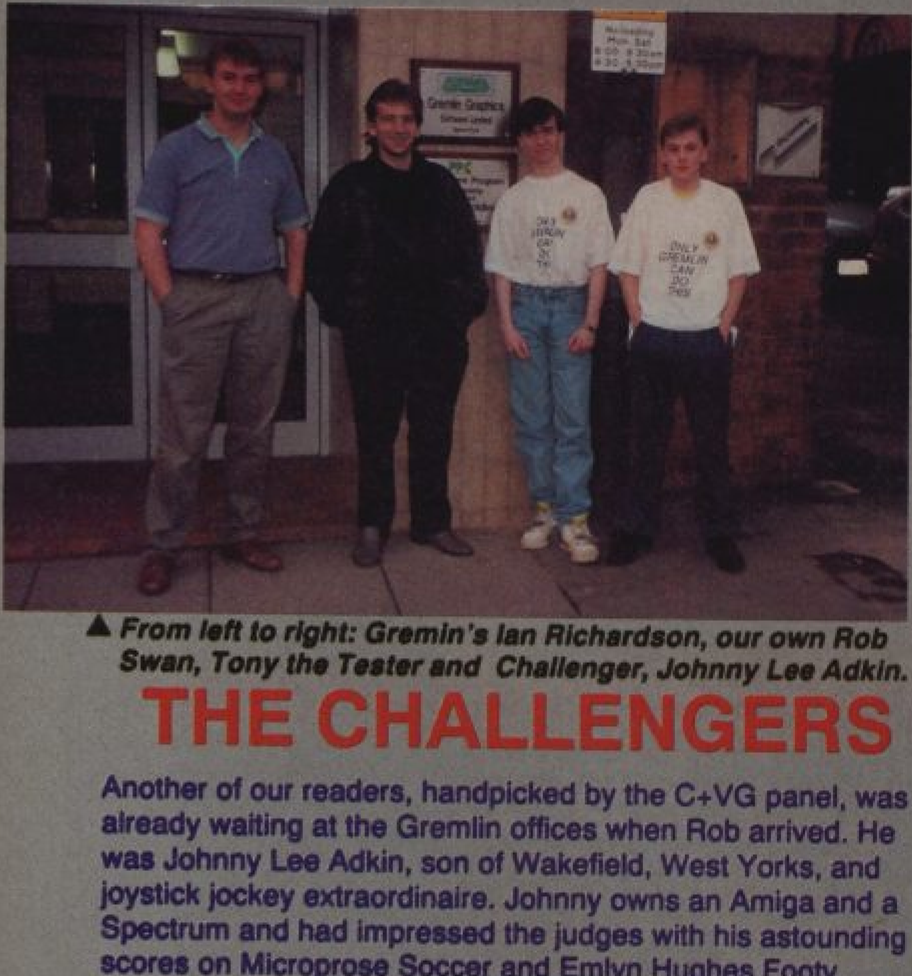
AMSTRAD

AFTERBURNER
99,566,140 James Higgs, Wiltshire
APB
$60,203 Thomas Sandham, South Anston, Sheffield.
BARBARIAN II
42,590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
654,060 Markus Viertio, Finland
BLASTEROIDS
128,750 John Stay, Lincoln, Lincs
BUGGY BOY
134,150 Michael Corbett, Merseyside.
CRAZY CARS II
881,525 Raymond Yeung, Belmore 2192
CHASE HQ
19,363,635 Ewan Sinclair, Edinburgh
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,090,225 James Sparshott, Orpington, Kent
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
HARD DRIVIN'
833,711 Daniel Oliver, Manchester
KLAX
246,175 Daivd Hiley, Wolverhampton
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants


I'M SORRY...
...HONEY, I'LL BE BACK IN A FLASH!
IT'S THE "TELEPHONE EXCHANGE" AGAIN, HONEY..

THE 

The second of C+VG's softco challenges saw madcap staff writer Rob "The Mouth" Swan, along with another of our brave challengers, toddle off to Sheffield, home of Gremlin Graphics, responsible for such gob-smacking wonders as Lotus Esprit Turbo SE Challenge and Toyota Celica GT4 Rally (reviewed this very ish!). A miserable November morn saw Our Rob waiting for Our Richard at London's fashionable St. Pancras Station, but when Rich failed to show (the divvy had gone to King's Cross by mistake), Rob had to make the journey - alone!



▲ *From left to right: Gremin's Ian Richardson, our own Rob Swan, Tony the Tester and Challenger, Johnny Lee Adkin.*

THE CHALLENGERS

Another of our readers, handpicked by the C+VG panel, was already waiting at the Gremlin offices when Rob arrived. He was Johnny Lee Adkin, son of Wakefield, West Yorks, and joystick jockey extraordinaire. Johnny owns an Amiga and a Spectrum and had impressed the judges with his astounding scores on Microprose Soccer and Emlyn Hughes Footy.

Fighting on Gremlin's side were their PR Supremo and Lotus expert, Ian Richardson, with Tony the Top Tester in support (Games testers in The Challenge? Is this fair? - Ed).

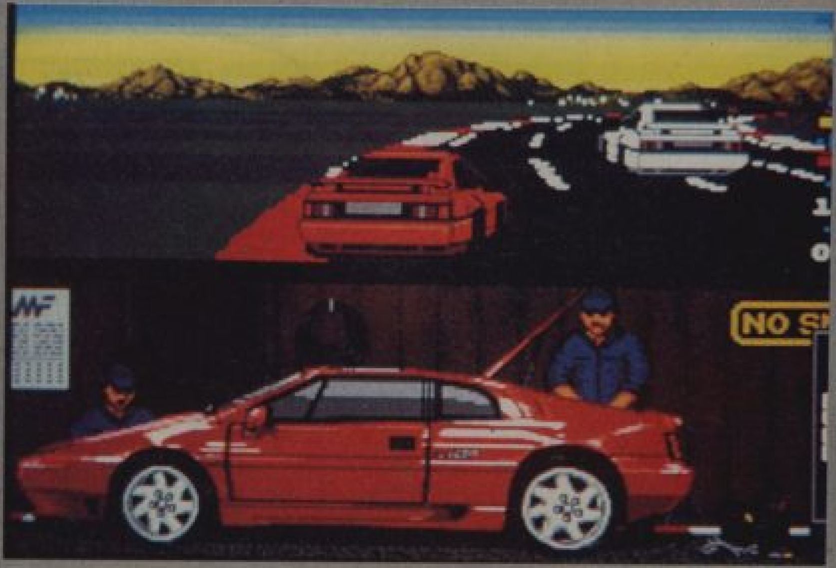
And last, and by all means least, there was El Robbo, rather disheveled after his long a lonely journey and feeling rather apprehensive at the enormous task before him! How little did he realise how enormous that task was to be...

THAT SCORING SYSTEM EXPLAINED

After some initial confusion (Rob got locked in the toilet), the rules were agreed. The Challenge was to consist of two rounds of Lotus Esprit Turbo Challenge followed by two rounds of the super-new Toyota Celica GT Rally. The fastest lap time in each round would earn the driver ten points, and the second fastest player would get eight. Whoever came in third place would get six points and the slowest time would cull four points. In keeping with world-renowned tournament conventions, the winner would be the player with the most points at the end of the challenge.

Once these details had been typed up by the official Challenge typist, and all the competitors had signed it in their own blood, the starting pistol was fired and the players got ready to rock and roll.

GAME ONE - LOTUS ESPRIT CHALLENGE



ROUND ONE

Ian and Johnny were first up, and took their places at the Lotus coin-ops displayed at the CES show in September. Johnny got off to a pretty good start (considering it was the first time he had played the game), but was smashed to the back by some very sneaky driving by Ian, who used his intimate knowledge of the game to shoot to victory in a time of 1:47.3, beating Johnny who brought it home in 2:15.4.

Next were Tony (who had the benefit of over 1000 hours of game-testing experience on Lotus) and Rob (who had been too lazy to bother practising at all!). Tony made it all look rather easy, racing in with a time of 1:49.5, but alas poor Robbo got completely lost, and ended up smashing into every obstacle in sight. Finishing time - a comparatively dismal 2 minutes 13.5 seconds!

CHALLENGE

ROUND TWO

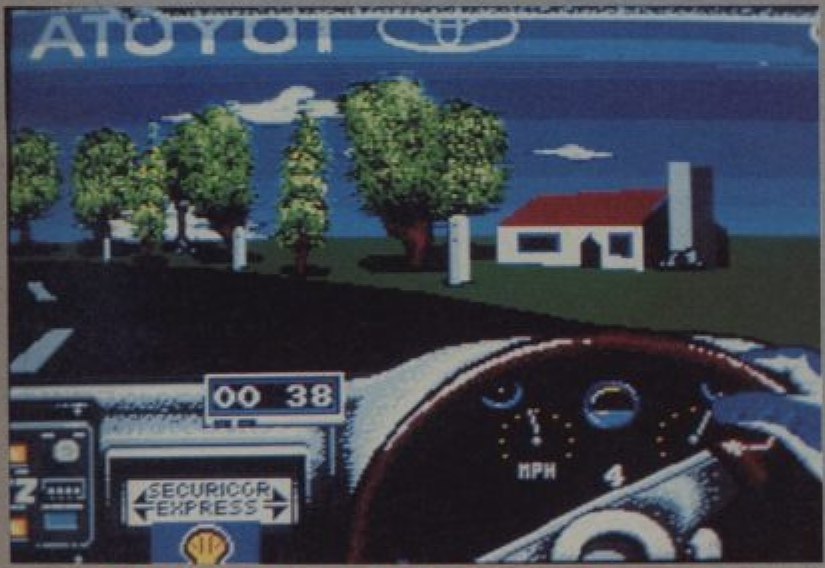
The sound of the dinner bell elicited a sigh of relief from the beleaguered Rob, who was in desperate need of nourishment to fuel his afternoon's efforts. The brave gladiators mulled over life and Lotus strategies while munching on the flavoursome Marks and Sparks tuck provided by the Gremlin womenfolk, but once the picnic plates had been cleared away, it was straight back into the action.

With one win under his belt, Ian was feeling pretty smug as he stepped up to the joystick. Rob, on the other hand, had already witnessed his opponent's prowess on several occasions and he was feeling more than a mite apprehensive. With confidence on his side, Ian raced back to take the points yet again with a time of 1:58.2, while Rob did his "slug with corns" impression, and limped home in 2 minutes 13.8 seconds.

Tony and Johnny were next to burn rubber, and Tony's hours of experience got him across the finish line first, with a time of 2:04.0. It was quite close, though, because Johnny, in spite of having problems with his car's steering, came in at 2.10.5.

So, once again, Ian took the glory, with Tony in second, Johnny in third, and Rob following behind to clear up the mess.

GAME TWO - TOYOTA CELICA GT4 RALLY



ROUND ONE: ENGLAND

As Ian booted up the Amiga version of Toyota, Tony was happy in the knowledge that he'd play-tested the thing to death, Johnny was happy in the knowledge that he'd got enough practice in, and Rob was in deep trouble - at the time he'd never even played the game!

Johnny was first up, and had a few problems, but managed to finish in a time of 3:04. Rob was next, and after a lot of confusion on how to start the car ("yes, Rob, press fire, let go, push up, press fire again - agggh!"), the noisy one managed to crawl round in a depressing time of 3:59!

Ian, who had taken rallying lessons from Toyota team driver, David Llewellyn, took the stick, and showed everyone how it should be done, scorching around the track in 1:20. But you should have seen his face when Tony took over and blazed to glory in a mere 1:13!

ROUND TWO: ENGLAND

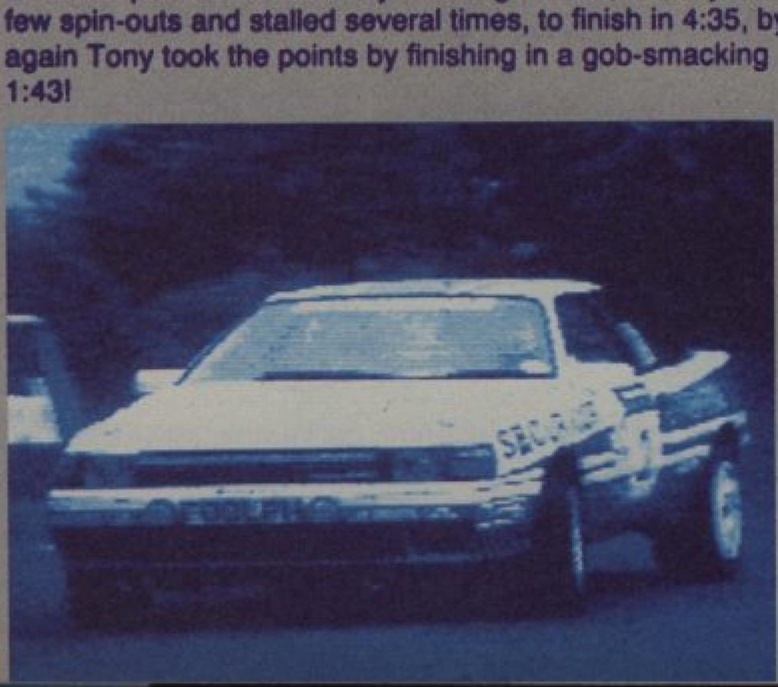
This is where the fun began - it was obvious that Rob was going to have more than a few problems here, so Ian and Tony took full advantage, screaming round in 1:12 and 1:13 respectively. Johnny took the wheel, and after an unfortunate false start (costing the poor lad a colossal three minute penalty!), managed to finish in 5:38. Rob, trying to improve on his previous scores, failed miserably and finished in 3:13 (lose again and you're fired - Ed).

ROUND THREE: FINLAND

After a small error, Ian put the difficulty level onto "flippin' hard", by choosing the Finland route - with added snow, even! Johnny took the course in 7:35, after having a few problems with the car spinning out en route, which was made even more obvious with Rob's time of 7:09 (that's it, you're fired - Ed). Even Tony and Ian had difficulties - Tony even crashed, a unique occasion which amused Rob no end - and came in with times of 3:15 and 5:29 respectively.

ROUND 4: MEXICO

The final round saw the route taking place amongst the sand-blown deserts of Mexico, something which caused great concern as it reduced visibility considerably. Undaunted by this, Rob (mad fool that he is) took control, and proceeded to make a complete hash of things by completing the course in 2:46. Ian proved his worth by finishing in 2:17, Johnny had a few spin-outs and stalled several times, to finish in 4:35, by again Tony took the points by finishing in a gob-smacking 1:43!



THE GREMLIN CHALLENG

LET'S HAVE A LOOK AT THE OLD SCOREBOARD...

So, the battle was over, but who had won? Well, it obviously wasn't Rob, but our hero summoned what little brainpower he had left, and calculated that at the bottom of the table came the unfortunate Johnny with 18 points, the metal maniac himself with a meagre 22 points, Ian with 34 points, and Tony with a colossal 38 points!

THE PRESENTATION

At this point, enter Gremlin's Top Man, Ian Stewart, who announced that he was the boss, so Ian, Tony and Rob were all disqualified (much to all three's amazement, especially Tony, who was looking forward to another prize!), leaving Johnny the champion!

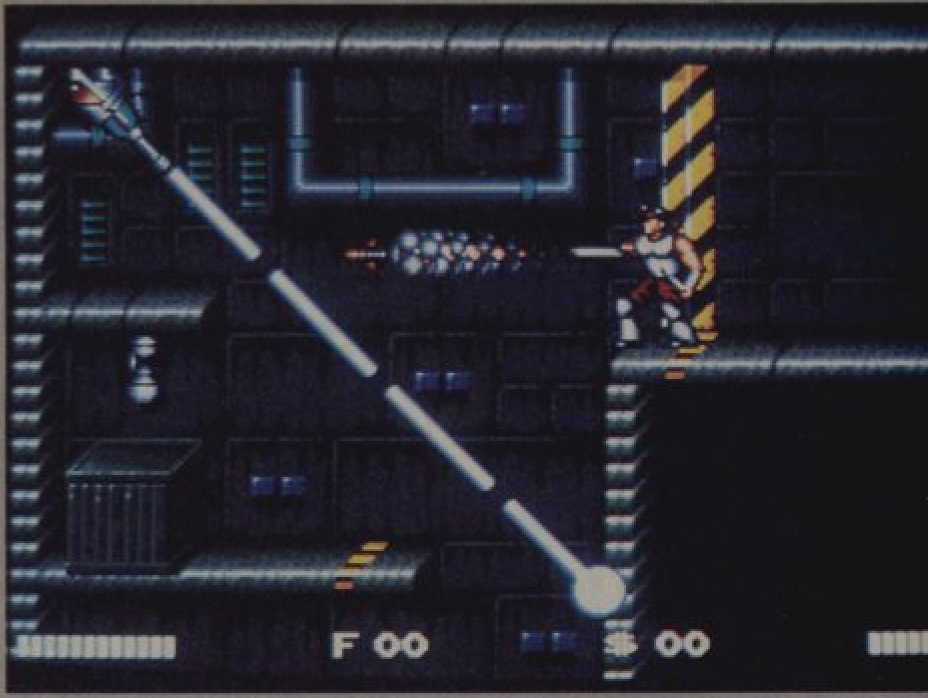
As a reward, Johnny was on the receiving end of a spanking-new Megadrive, something that was completely unexpected (the exact words were "oh, er, ah, I didn't expect that!" - see, told you!). So, the challenge was over, and Johnny returned to Wakefield a happy chappie, whilst the rest of the challengers were left to weep into their by-now rather solid sarnies.

THE OLD SCOREBOARD

	IAN	ROB	JOHNNY	TO
LOTUS CHALLENGE				
ROUND 1	1:47.3	2:13.3	2:15.3	1:49.
POINTS	10	6	4	8
ROUND 2	1:58.2	2:13.8	2:10.5	2:04.
POINTS	10	4	6	8
TOYOTA RALLY				
ROUND 1	1:20	3:59	3:04	1:13
POINTS	8	4	6	10
ROUND 2	1:12	3:13	5:38	1:13
POINTS	10	6	4	10
ROUND 3	5:29	7:09	7:35	3:15
POINTS	8	6	4	10
ROUND 4	2:17	2:46	4:35	1:43
POINTS	8	6	4	10
TOTAL	34	22	18	38

BUT THAT'S NOT ALL....

No, siree, not by a long chalk. In the light of his defeat (cynics might use the term "a right pasting"), Rob knew that certain redundancy awaited him when he returned to the office the next day. In an attempt to reinforce any credibility he had as a journalist, and possibly save him from certain execution at the hands of his comrades, he waited till the prize-giving was in full swing then slunk into the Gremlin Secret Games That No-one Else Is Supposed To Know About Room, whipped out his Man From Uncle secret agent's camera and took some cheeky snaps of the Amiga version of one of Gremlin's big games for 1991, namely...





SWITCHBLADE 2

If you thought the first Switchblade was a bit tasty, wait until you see this! Although essentially similar to the original in style of play, this looks like it's going to be one cracker of a game.

Following on from where the original left off, Switchblade 2 again puts you in control of Hiro, last of the Bladeknights, who is out to defeat the forces of evil and restore freedom to his homeland. But how is part two different from part one? Well, the character is about twice the size of the original, and is much more athletic: he can leap, fight and use all manner of weaponry, ranging from your bare fists, blades, shuriken, and even an enormous laser cannon which unleashes a blast of earth-shattering proportions!

Even at this early stage, the sheer amount of detail put into the game is little short of stunning, with the beautifully detailed sprites storming around a full-screen playfield at a great rate of knots. If this turns out to be as playable as the first, then Gremlin will surely have a smash on their hands when Switchblade 2 is unleashed in the first quarter of 1991!

NEXT MONTH!

And now, live from London (fanfare!), it's the Kick Off 2 Challenge! Well, it will be in a month's time, so if you reckon you're the greatest player in the land, fill in the challenge form at once (on page 150), and send it in plenty quick, marked "KICK OFF CHALLENGER"! But be warned - Rob plays Kick Off better than he plays Lotus!



GREAT SCOTT!

WIN A REALLY HEAVY BACK TO THE FUTURE PINTABLE

COURTESY OF IMAGEWORKS



Great Scott, here's a compo with a difference, and no mistake! C+VG, along with Sinclair User and those lovely people at Imageworks (who, coincidentally, were behind last month's mega Turtles compo!), are giving you the chance to win a Back to the Future pinball machine of your very own! Ker-ikey!

So, what have you got to do to win this wonderous beastie? Well, it's like this - simply phone this number,

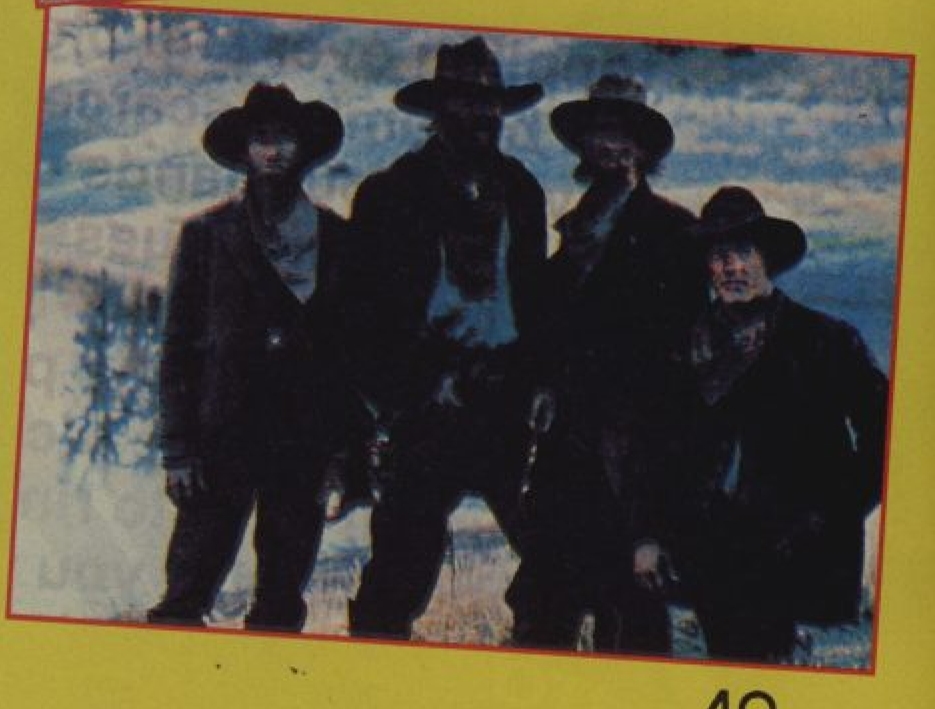
0898 900080

listen to a few easy-peasy questions, scribble down the answers on the back of a postcard, sealed-down envelope, and send it to:



GREAT SCOTT! I WANT THAT PINTABLE, DOC! COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

On January 14th we'll be drawing a C+VG reader's entry from the magic binbag, and he or she will go forward to compete in a primo pinball battle against Sinclair User's winner, at Imageworks HQ in London. At the end of the day the winner of this exciting duel will stagger away from the office carrying that self-same pintable for use in the privacy of their own bedroom!



But, the runner-up won't go away empty-handed, because Imageworks will be giving them a brand spanking new video recorder AND a copy of the Back to the Future III vid (cor!).

Even further to that, we'll be drawing out five C+VG readers who will each get a groovy Imageworks T-shirt AND a copy of the Back to the Future III movie in glorious VHS videoramavision! Wowsers!

COMPETITION RULES: No employees of EMAP Images or Mirrorsoft, or their relatives, or their pets for that matter, may enter this comp. As usual, the Ed's decision is final - and no multiple entries or we feed you to the sharks!

RIDGE
WER

D OF FUN AND EXCITEMENT
RE 64 GAME CARTRIDGES
ESS OF UP TO 2 MEG!

IG

INSTANT LOADING

IMPROVED GRAPHICS

IN TO ANY C64 or C64GS



ILY AVAILABLE ON CARTRIDGE BECAUSE THE
THIS IS THE ONLY WAY WE CAN MAKE 'EM.

cean



FROM ALL GOOD
SOFTWARE STOCKISTS

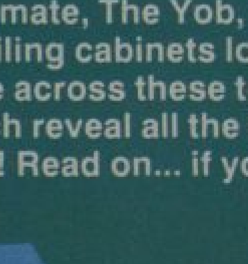
WHO THE HELL...

DO THE C+VG TEAM THINK THEY ARE!!

Just what evils lie within the tortured brains behind C+VG? The other day, your old mate, The Yob, was rummaging through some old filing cabinets looking for a pint of milk, when he came across these top secret personality profiles which reveal all the inner-most secrets of the C+VG team! Read on... if you dare!

PAUL

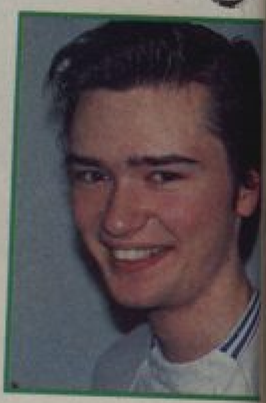
PAUL "EINSTEIN REVISITED" GLANCEY



RANK: Associate Editor
HOME BASE: Wherever I hang my hat
AGE: 21
ALL-TIME FAVE GAMES: Dungeon Master, Elite, Gunhed, Super Monaco GP, LHX Attack Chopper
LIKES: Kentucky Fried Chicken Fillet Burgers, Turkish Delight, being securely seated in helicopters flying over the Barents Sea. Calvin and Hobbes, Bloom County, Bugs Bunny, Tom and Jerry and Droopy cartoons. And that's all folks.
DISLIKES: Being thrown out of helicopters over the Barents Sea, being kidnapped by extra-terrestrials who later dump me many miles from where I was picked up. Thinking about going to the launderette.
FAVOURITE PHRASE: "Get me Battersea Power Station!"
SPECIAL POWERS: Can go down stairs two at a time and wiggle eyes in a very disconcerting manner.
FAVE SOUNDS: Beach Boys - "Fun, Fun, Fun". Simon and Garfunkel - "Punky's Dilemma". Fripp and Eno - "Evening Star". Chopin - "Nocturne in E". Louis Armstrong - "It's a Wonderful World" and "Stardust". Jean Michel Jarre - "Oxygene". Philip Glass - "Koyaanisqatsi". All the Out Run soundtracks, and the Wizball music.
WHAT I WANT FOR CHRISTMAS IS: A time machine, to make C+VG's production schedules a little easier to handle. It would also be a right laugh at parties.
WHO WOULD I WISH A HAPPY CHRISTMAS TO?: The whole world (grins a cheesy grin).

RICHARD

RICHARD "SO COOL I'M FREEZING" LEADBETTER



RANK: Staff Writer, Friend To The Stars.
HOME BASE: Witham, Essex
AGE: 18
ALL-TIME FAVE GAMES: Pit Fighter, Narc, Smash TV, Klax, Dungeon Master, Bard's Tale 2, Batman (Gameboy), Golden Axe (Megadrive), Afterburner (arcade and Megadrive), Paradroid, Revenge of Shinobi, Strider and Rainbow Islands.
LIKES: The Simpsons, classic English lit erature, the Nintendo Gameboy (brightens u the awful train journey home), exams ("be cause I pass them all"), particularl violent arcade machines (I don't know why)
DISLIKES: Vintage Jamaican rum, Kentuck Fried Chicken Fillet Burgers (especiall the mayonnaise), this old woman who ruined my last holiday by knocking on my door and asking me about God, London, and the Liverpool poets. Oh yeah, and Neighbours - it's terrifying that nineteen million people actually enjoy it.
FAVOURITE PHRASE: "What's happen-nin'?"
SPECIAL POWERS: Has the uncanny power to find lost pictures in less than twenty minutes and the strange ability to sound like everyone else in Witham (according to Julian).
FAVE SOUNDS: My own voice, Pet Shop Boys, all the Outrun and Afterburner soundtracks, "a really strange tune on a Metallica album I once heard", Belinda Carlisle, Jean-Michel Jarre (apart from the dire Waiting for Cousteau), some Bon Jovi, New Order and "anyfink good".
WHAT I WANT FOR CHRISTMAS IS: A six-figure bank balance, a pat on the back and someone to 'phone me up to remind me how clever I am. Any takers?
WHO WOULD I WISH A HAPPY CHRISTMAS TO: All of my family for putting up with me (and the 'phone bill), all me old mates at Sixth Form (those were the days, eh?), and the teachers (for doing such a good job (with me at least)) and a huge "Happy Christmas" to Mrs Thatcher (ha!).

JULIAN

JULIAN "GIMME A YAMAHA" RIGNALL



RANK: Managing Editor
HOME BASE: Super lovely Southend-on-Sea
AGE: Old enough to know better
ALL-TIME FAVE GAMES: I've got loads, but Williams coin-ops, Kick Off II, F-15 II and Super Mario III instantly spring to mind.
FAVOURITE PHRASE: *CENSORED*
SPECIAL POWERS: Can drive and swear profusely at the same time, can keep up an amazing whinge level, playing games.
LIKES: Telly, video games, films, being loud, things that go very fast, going very fast, shepherd's pie, football, my Mad cat, Glenys, books, motor bikes, drawing and many, many more...
DISLIKES: Speed traps, heavy traffic, liars,illness, rubbish schedules, being skint, hassle, my Mad cat when it poos where it shouldn't, people being late for work,watching my favourite football teams lose.
FAVE SOUNDS: End-of-level baddies biting the dust, loud farts, motor bikes, synthesizers, explosions and most music.
WHAT I WANT FOR CHRISTMAS IS: A rally car, a scanner, a Yamaha Fazer and World Peace (hip-peeeee)...
WHO WOULD I WISH A HAPPY CHRISTMAS TO? Everyone who reads C+VG and MEAN MACHINES.

ANDREA

ANDREA "ISN'T THAT COPY READY YET?" WALKER



RANK: Art Editor
HOME BASE: Holloway London (that's BEHIND the prison, not IN it).
AGE: Old (but beautiful)
FAVE GAMES: Wizball, Super Mario Bros, Volfied, has been know to "get into" Tetris.
FAVOURITE PHRASE: "Who's stolen my scalpel?"
SPECIAL POWERS: Ever since she was bitten by a radioactive dyslexic when she was a small child, Andrea has exhibited superhuman mis-spelling capabilities.
LIKES: My Man, Christmas, expensive restaurants, pubs, Bugs Bunny, champagne, red wine, surprise presents, spending money, going on holiday, Paris, flowers, chocolates, romance... (she's getting carried away - Ed).
DISLIKES: Tardiness (that means being late), being cold, injustice, Wogan, Paul "The Wimp" Gascoigne, work, going to the launderette, meat, stupid people and cooking.
FAVE SOUNDS: The B-52s, Soul II Soul, Frank Sinatra - "My Way", Peggy Lee - "Fever", Mary Coughlan - "Uncertain Pleasures", Tchaikovsky - "The Nutcracker Suite", "Grease - The Original Soundtrack", Louis Armstrong - "It's a Wonderful World"
WHAT I WANT FOR CHRISTMAS IS: An Apple Macintosh with a big monitor and "all the software".
WHO WOULD I WISH A HAPPY CHRISTMAS TO?: My parents. ("Happy Christmas Mum and Dad!")

ROBERT

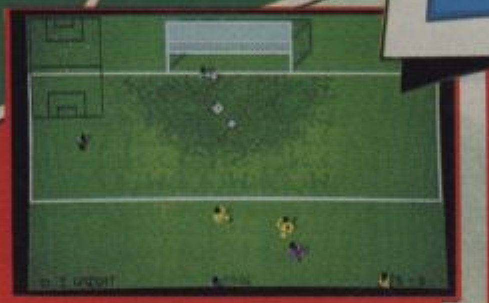
ROBERT "CRASH OUT" SWAN

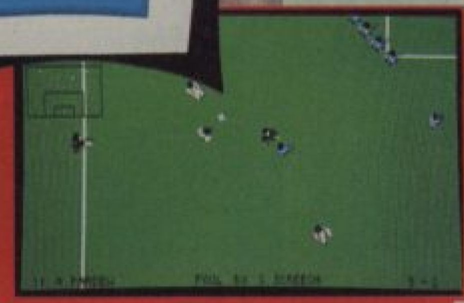


RANK: Staff Writer
HOME BASE: Used to be Chatham, but now resides with two other lunatics in jolly Gillingham (not a massive leap, by any means...).
AGE: 20
ALL-TIME FAVE GAMES: Super PacMan, Defender, Flood, Smash TV.
LIKES: Very loud music, moshing, Arsenal FC, Chinese food, and falling over a lot.
DISLIKES: Boring people who don't like enjoying themselves, anything by Stock, Aitken and Waterman, naff Australian soaps (arrgh!), a certain Spurs player who can't sing to save his life.
FAVOURITE PHRASE: "What happened to the weekend?" and "As long as there's sex and drugs, who cares about rock 'n' roll?"
SPECIAL POWERS: Can sleep anywhere, but favours armchairs and parks.
FAVE SOUNDS: Iron Maiden - No Prayer for the Dying, Metallica - Master of Puppets, Pink Floyd - The Final Cut, Hawkwind - Masters of the Universe
WHAT I WANT FOR CHRISTMAS IS: A black Toyota SR5 4x4 - and lots of sleep.
WHO I WOULD WISH A HAPPY CHRISTMAS TO: Mum and Dad, for being such sound people, and the Lordswood Aardvarks, who are just completely insane (ha ha) (they're not the only ones - Ed). Oh, yes, and my cat.

KICK OFF 2

A NEW DI
SOCCER S





Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
* 1 to 4 players option. (Amiga and ST only)
* 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)
* Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
* Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
* 9 types of corner kicks with full control of shot power. Long and short throw ins.
* Team selection from a squad of 16 with substitution and a choice of tactics.
* League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
* Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)
* Facility to load Player Manager teams and tactics for a single or league game.
* Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever 97%
THE ONE - Ultimate soccer simulation. 96%
THE ACE - Brilliant. Buy, Buy, Buy. 930.
AMIGA FORMAT - Best footy game to have appeared on any machine. 94%
ST FORMAT - What a game! Gem to play. Magic. 90%
C & VG - Championship winning material. 95%
GAMES MACHINE - Probably the best sports game ever. 92%
COMMODORE USER - No other footie game can touch it. 90%
AMIGA ACTION - Surpasses all other football games. 93%
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99



An International class player takes charge of a third division club as Player Manager. His brief is simple -**Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* Unique facility to design and implement your own tactics.
* Over 1000 individual players, each with a unique combination of attributes and skills.
* A lively transfer market. Haggle for the best deal.
* 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 920
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. 94%
ST FORMAT - Brilliant. 93%
AMIGA FORMAT - Enthralling and addictive. 93%
ZZAP - Best football management game ever written. 92%

AMIGA - ST - £19.99

DIMENSION IN SIMULATIONS

THE FINAL WHISTLE
Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

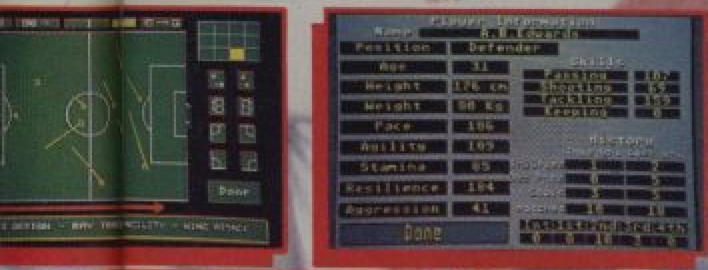
A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

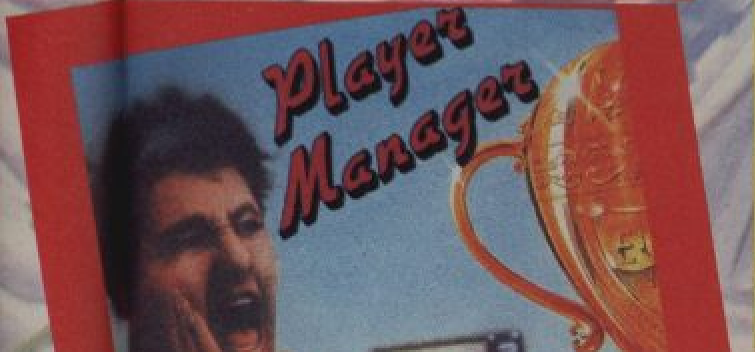
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.
GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.

. 94%



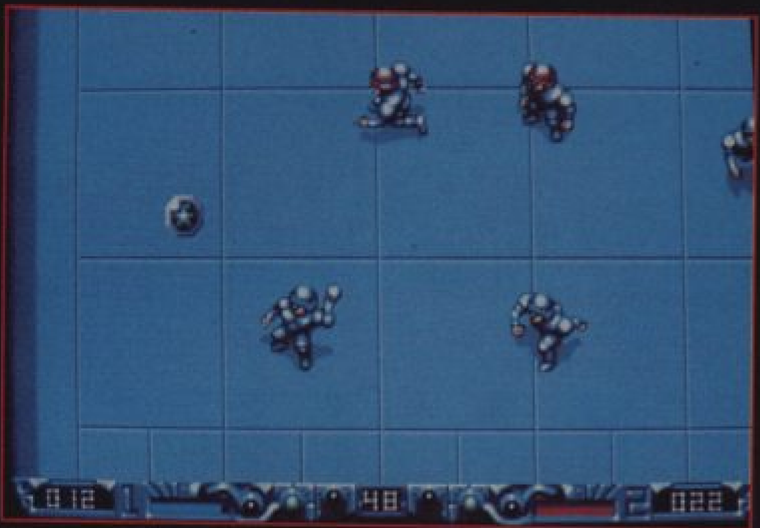


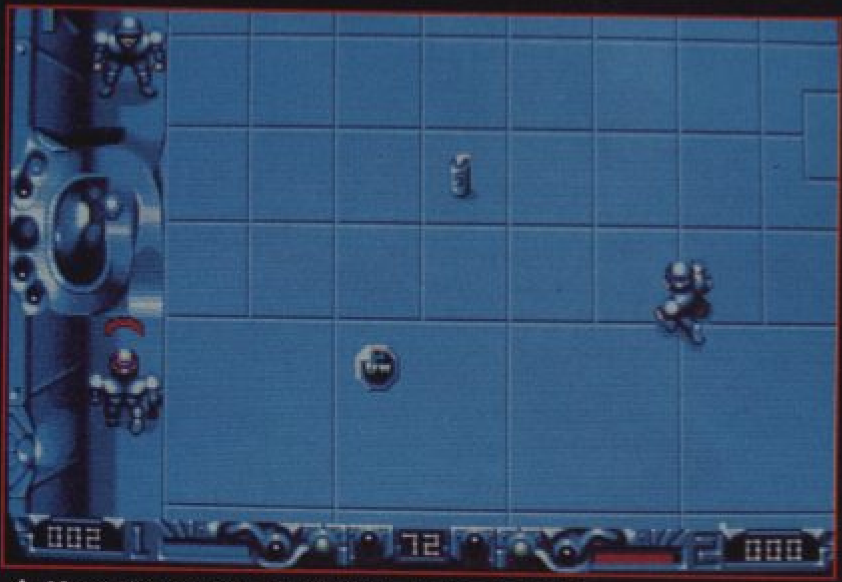


Draft specifications. Subject to changes without notice

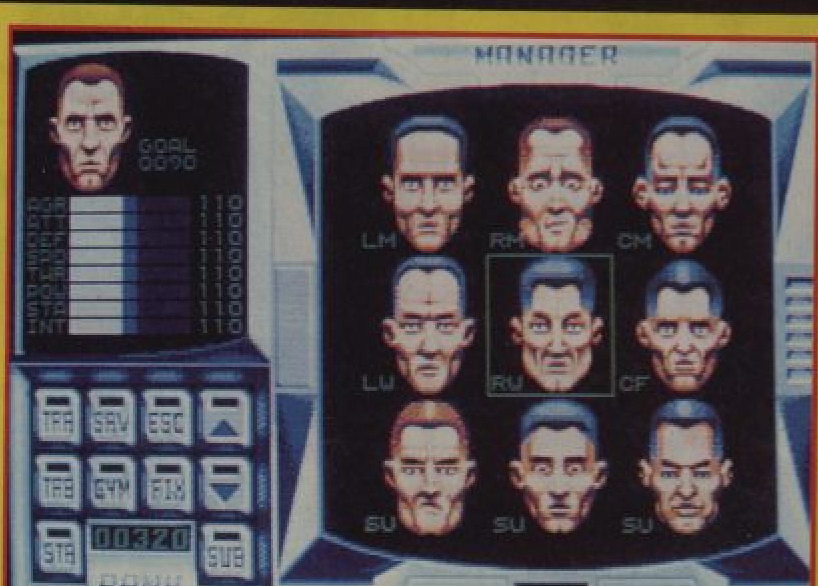
▶ST

SPEE
2





▲ Meet the score-multiplier, on the far left.



MEET THE TEAM

Brutal Deluxe is made up of 12 players - a goalie, two defenders, three midfielders, three attackers, and three substitutes. If one of your team gets banged up pretty badly, he or she can be substituted for one of the players on the bench! If your players are pretty naff, like the goalie at top left, they can be put on the transfer market, where better players can be bought - but usually for an extortionate price!

BY IMAGEWORKS

It's been two years since the last Speedball match was played, when the original Speedball League was disbanded. This nearly caused riots amongst the millions of fans world-wide, but now, it's back - bigger, better, faster, and, probably most importantly, a hell of a lot more violent!

But what's this got to do with you? Well, your task is to turn Brutal Deluxe (probably the worst team ever in Speedball history) into champions! The best way to start is to train them in the gym, but this all costs money and lots of it! So to get the money, more games have to be won! Easy eh? Don't you believe it...

The pitch is now twice as big as the original, and, like the original, contains all manner of tokens, tricks and traps with which you can defeat the other team.

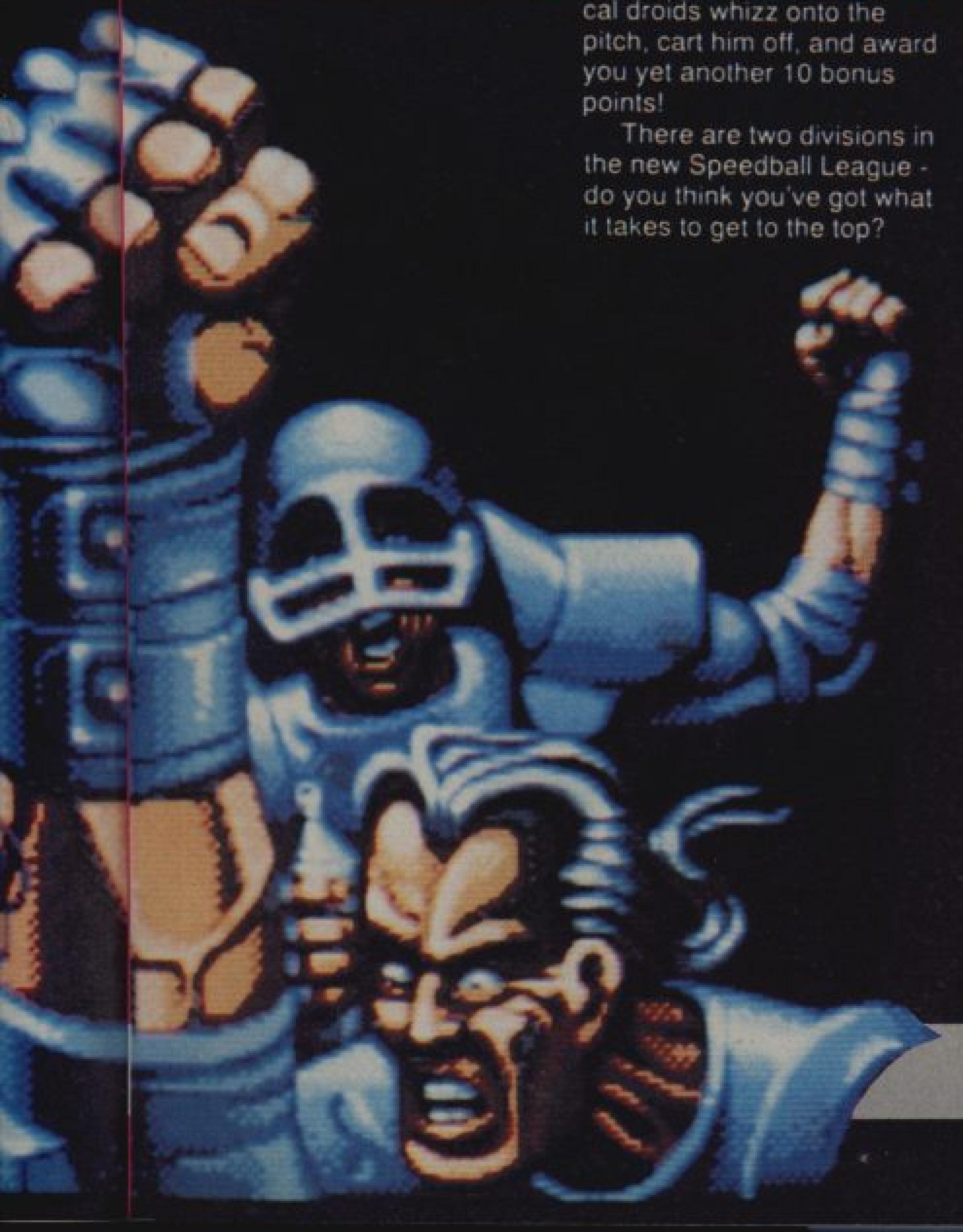
Three new additions to the pitch layout are the score multiplier (which knocks up the number of points scored for each goal), and the star-wall - every time a star is lit, two points are added to your score until they're all flashing when an extra 10 points are awarded! The third is the electrobounce unit - hitting the ball against this gives the ball





EDBALL 2



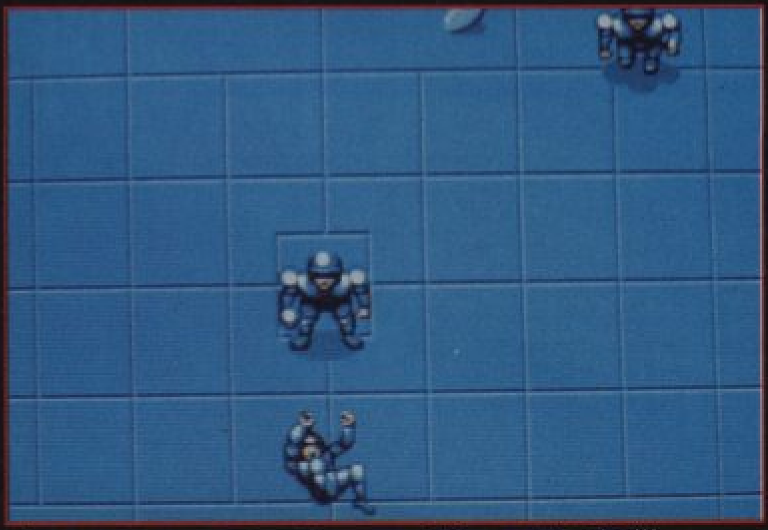


C+VG HIT!

a rather large electrical charge, and when it hits another player - zap!

If an opposing player is injured badly enough, two medical droids whizz onto the pitch, cart him off, and award you yet another 10 bonus points!

There are two divisions in the new Speedball League - do you think you've got what it takes to get to the top?



▲ Players sprawl as the opposition get the ball!



▲ Meet the first end-of-level boss - if you get that far!



GYM'LL FIX IT

Before each game begins, you have the opportunity to spend your money on training to improve your team's performance. To speed up the gameplay you can simply spend money on say, the whole team's aggression capabilities. More careful managers, though, are likely to develop their players one by one, catering for individual needs. Each part of the armour on the right hand side of the screen represents a quality of the team (they're the same as the on-pitch icons detailed above) whilst the middle icons are used to choose which part of the team you wish to spend your money on.

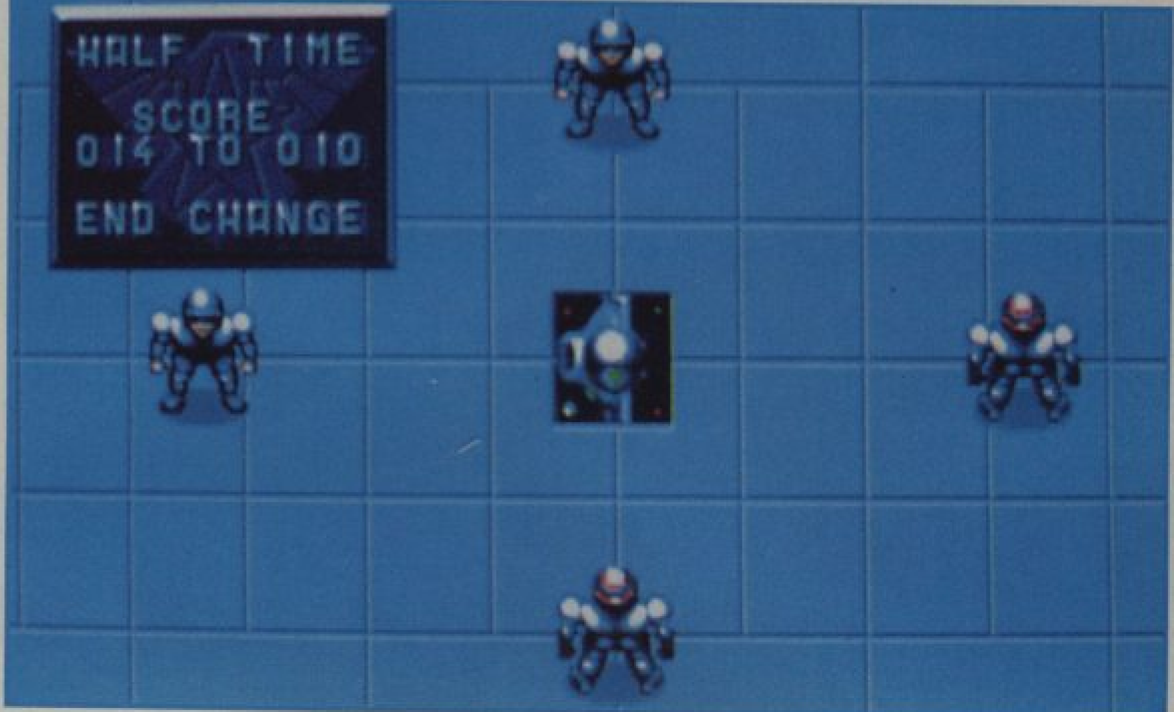
UPDATE

Speedball II will be hurtling onto the Amiga any day now, for the same price of £24.99, but featuring full screen graphics, and improved sound. A PC version is also due, but for which graphics modes, we can't say. No news as yet on versions on any other machines, but as they say, watch the skies.

SPEEDBALL 2

C+VG HIT!

▼ *The ball shoots into the air as the second half begins!*



ST £24.99

Speedball has to rank as one of the top games ever, and to beat it, the Bitmaps have had to put in a hell of a lot of work. They've listened to all the criticisms (few though they were) of the original, and have come out with a product which is destined to go down as one of the best games ever to grace the ST. Right from the initial intro sequence, the entire thing simply oozes a class and quality that is rarely found in a lot of games. Dan Malone's graphics are nothing short of spectacular, with brilliantly animated sprites and metallic backdrops, and the sound is a treat to the ears, with thumps, groans, cheers and the clang of the ball rebounding off the walls! The playability holds it all together, of course, and it generates a sort of addictive power that it's almost impossible to put the joystick down once you start playing. Overall, a totally brilliant sequel, and a magnificent game in its own right. To put it bluntly, if you don't get this immediately, you must be completely round the twist!

ROBERT SWAN

GRAPHICS	96%
SOUND	93%
VALUE	94%
PLAYABILITY	97%
OVERALL	95%



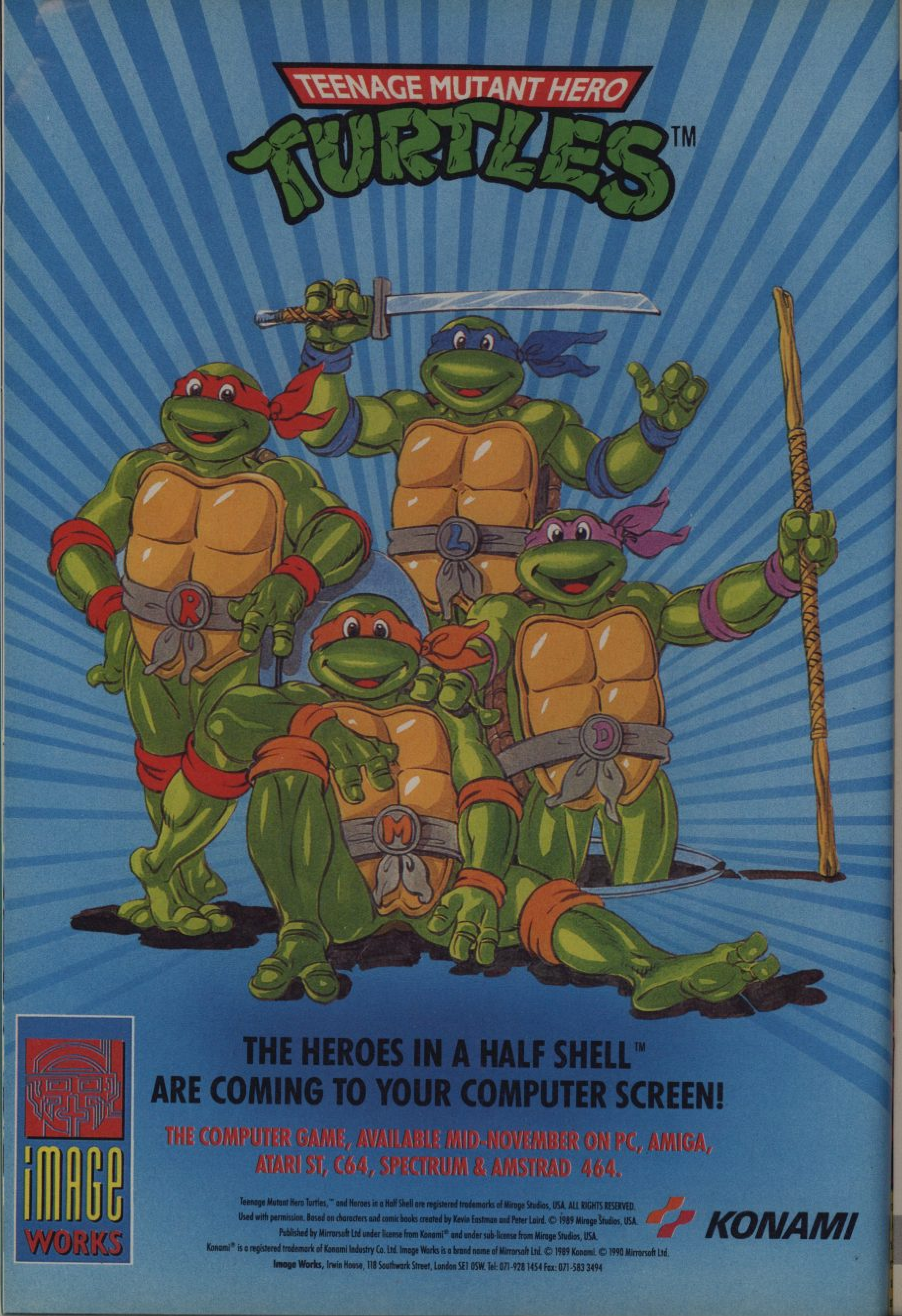
A TOKEN BONUS

Like the original, Speedball II has all manner of tokens which can be used to do all manner of things to both you and the opposing team!

ZAP TEAM: Tackles all opposition players on-screen, reducing their attributes as if a player had tackled them.
FULL ENERGY: Boosts a single player's energy and attributes to initial values.
SHIELD: Makes your entire team immune to tackles.
GOAL DOOR: Prevents the ball entering your goal.
TRANSPORT: Transports the ball instantly to your centre-forward.
GRAB BALL: Gives you instant possession of the ball.
SLOW TEAM: Reduces all opposition speed ratings to minimum.
MANIC: Increases both teams' players attributes to maximum.
INCREASE TEAM: Increase all players' attributes to maximum.
REDUCE TEAM: Reduces all opposition team players' attributes to minimum.
BOOTS: Enhance player speed.
CHESTPLATE: Enhance defensive ability.
GLOVE: Increases player power.
ARMPLATE: Gives greater throwing ability.
HELMET: Greater player intelligence.
SHOULDER: Stronger attacking ability.
BOTTLE: A special glucose solution, giving extra stamina.
BITMAP SHADES (as featured in Xenon 2): Enhances player aggression.



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TEENAGE MUTANT HERO
TURTLES™
THE HEROES IN A HALF SHELL™
ARE COMING TO YOUR COMPUTER SCREEN!
THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA,
ATARI ST, C64, SPECTRUM & AMSTRAD 464.
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KONAMI
iMAGE WORKS

TOYOTA CELICA GT RALLY

BY GREMLIN

C+VG HIT!

The Toyota Celica GT4 is the current world-beater when it comes to rallying technology and now thanks to Gremlin, you can experience all the thrills and the huge amounts of spills of rally racing on your trusty home computer! All of the major rally events are faithfully replicated in Gremlin's game.

Before the game proper begins you have the option of choosing which control method you prefer (joystick or mouse) and whether you desire an automatic gearbox or a good, old-fashioned manual job. You can also choose whether to practise the track or not. Before each race you can also have a quick look at the course and at the appropriate times instruct the computer to give you spoken warnings of any sharp turns ahead!

Then it's off to the actual race where your Toyota driving skills are tested to the max on arduous tracks. The game is displayed in 3D and the emphasis is on realism, so don't be too surprised if you crash while attempting to take a sharp corner at 120 miles per hour!

Different stages of each race provide different hazards. For example, the skies may open up and deluge your Japanese mean machine with rain. But being a well-equipped automobile, the Celica comes complete with windscreen wipers to make driving in rain and snow that bit easier!

▼ *Burning up the rally courses in your trusty Celica!*



▼ *If rain's a problem - turn those windscreen wipers on!*



UPDATE

Toyota Celica GT4 Rally will be rolling onto a Spectrum or Amstrad near you in December for the princely sum of £9.99.

ST
£24.99

Exactly the same pulse-racing excitement as the Amiga game and even the sound is just as good! Highly recommended.

OVERALL 87%

AMIGA
£24.99

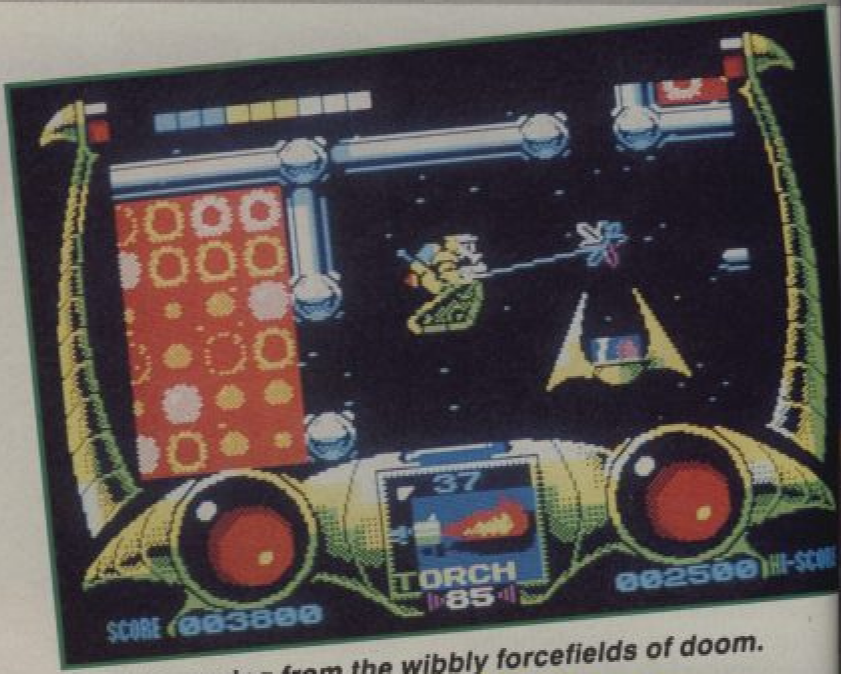
I wasn't really very impressed when I first cast my critical eye over Gremlin's latest offering, mainly because I couldn't control the flippin' thing! Just when it seemed I was getting a good turn of speed out of my trusty Toyota it suddenly seemed to career off the road at the first bend! However, unlike Gremlin's last racer, Lotus, Toyota is more of a simu- prising that it takes longer to get into. Once you've got the hang of the controls and can anticipate how the Celica responds to the arduous rally course it ranks as one of the best driving sims available. The mixture of polygon 3D and sprites is effective and the sound is brilliant - the talking co-driver is brilliantly done, and very useful too! Lotus cornered the market as far as arcade excitement goes, and Toyota Celica GT4 Rally will probably do the same in the driving simulation stakes!

RICHARD LEADBETTER

GRAPHICS	88%
SOUND	90%
VALUE	82%
PLAYABILITY	87%
OVERALL	87%



▲ *Psychedelia strikes back in Extreme.*



▲ *Escaping from the wibbly forcefields of doom.*

C+VG HIT!

EXTREME

BY DIGITAL INTEGRATION

Everybody likes the odd firework now and again. But when the exploding rocket in question is actually an inter-planetary space vessel which has crash-landed and is about to engulf the Earth in a ball of white-hot hydrogen, then it's time to put away the sparklers and the baked potatoes, get out your combat suit with built-in flame thrower, and get the hell on over there to fix things before it goes bang!

It seems this particular ship was bringing the Pioneer 10 space probe back to Earth before it was hijacked by pirates who sabotaged the ship's computer. So the first thing to do is to revive it by conducting an energy crystal from the storage bay to the heart of the machine. Unfortunately the ship's decks are laden with alien beasties who have to be torched to oblivion before they'll let you through the complex of platforms and pillars to the ship's fuel socket.

With that task complete you have to get to the ship's self-destruct computer and stop it from going boom. But the pirates have blocked the way so you have to swim through the fuel tanks which are full of floating mines and fish-like pirates! Use the floating mines to destroy the fish-like pirates, and things should be okay, though.

The final level puts you on top of a mechanical walker, armed with a plasma gun which is just the thing for blowing up more nasty pirates, tanks and, of course, the self-destruct computer at the end of the game.

UPDATE

Digital Integration are currently knocking together versions of Extreme for the Amstrad, C64, ST and Amiga. Expect them all to be in the shops by Christmas time.



The action-packed title screen in all its glory.

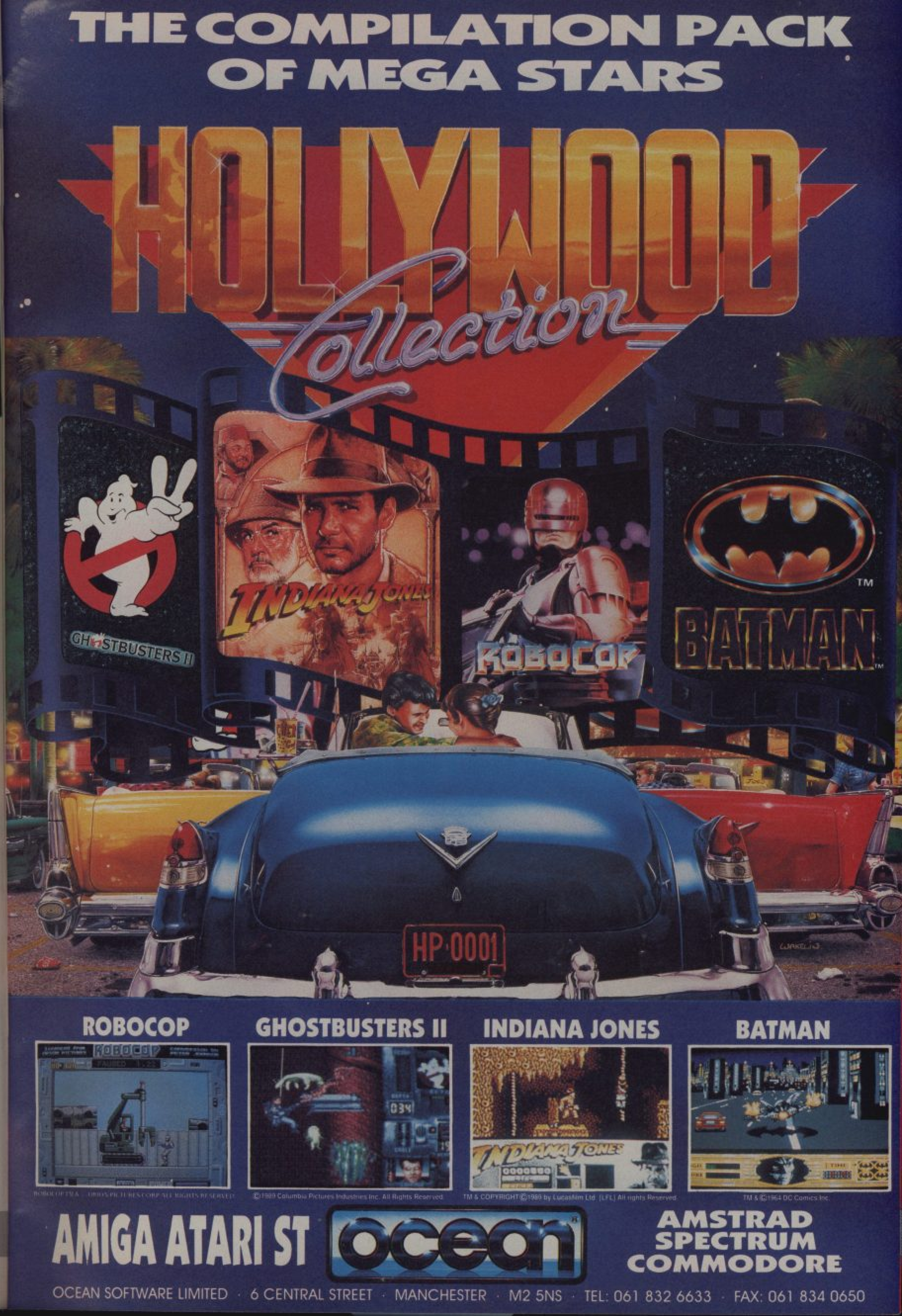
SPECTRUM £10.99

Hey, not bad! A quality Spectrum game in one 48K load! The most impressive thing about Extreme is the graphics - not just well-defined, but really colourful too, with no attribute clash and even a few extra shades usually unavailable to the Spectrum. The sprites throughout are big and smoothly animated (check out the Walker on level three!) and the scrolling is super-smooth parallax stuff. The gameplay isn't bad either, and things are livened up by the variety of tasks and the highly impressive weaponry! Perhaps the fact that there are only three levels is a bit of a downer, but there's plenty to them, and they're pretty tough, so you're not going to finish them in a hurry! All in all, then, "Extreme"ly good!

PAUL GLANCEY

GRAPHICS	90%
SOUND	80%
VALUE	80%
PLAYABILITY	83%

OVERALL 85%


THE COMPILATION PACK
OF MEGA STARS
HOLLYWOOD
Collection
GHOSTBUSTERS II
INDIANA JONES
ROBOCOP
BATMAN
HP 0001
ROBOCOP
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▲ *Shooting up the KRAK labs with an anti-personnel rocket launcher!* ▲ *Find the security card to finish the level.*

NARC

BY OCEAN

▼ *Our hero squashes the cons in his turbo Citroen!*



▼ *Back in the KRAK labs, dishing out destruction!*



REVIEW

The setting is the near future. Drugs have become a severe problem, so much so that a special police unit, Squad, has been set up to bring down the criminal masterminds behind the dealing operations. Two officers, equipped with the very latest in military hardware and a flashy red Porsche with 20mm machine cannons, have been selected to travel into enemy territory, hunt down and eliminate the kingpin of the entire organisation.





The action is viewed side-on, with the two cops (garbed in red and blue) travelling from left to right, blowing away bad guys in spectacular fashion - if your trusty 9mm machine pistol doesn't do the trick, simply fire off one of your anti-personnel rockets, and blow the opposition into tiny barbecued fragments!

▼ *Not exactly the greatest odds ever...*



Of course, being a pair of humane and caring police officers, our heros prefer arresting criminals to wasting them, and if you stand by a bad guy for long enough, he or she will be busted, giving you extra bonus points at the end of the round.

Further bonus points are awarded for any drugs or money collected from dead criminals. They also leave behind extra bullets and rockets to beef up the boys' artillery collection.

Later levels include some heavy-duty opponents, including psyched-out dogs that will go straight for the throat, a crazed clown with a warped sense of humour, and even a guy who'll throw hypodermic syringes in order to knock down your energy. If all the energy goes, one of your lives is down the tubes. If all three go, you've had it!

C+VG HIT!

UPDATE

NARC should be blazing onto the ST any day now, for the same price, and save for a few colour and sound differences, should be identical to the Amiga version. Expect also Amstrad and Speccy versions dead soon, for £10.99 on cassette, and £15.99 on disk. Check out future issues for an update.

C64
£10.99

For what the machine can do, C64 NARC is actually better than the Amiga version! Okay, the whole thing's multi-load, but the graphics are absolutely brilliant, the music is ace, and the whole thing is just as playable as the 16 bit game. The digitised sound is gone (due to memory restrictions), but that doesn't detract from what is the best C64 coin-op conversion in ages.

OVERALL 92%

AMIGA
£24.99

The Williams coin-op from which this is converted has got to rate as one of the most violent, not to mention one of the loudest arcade games I've ever played, but its sheer addictive nature simply grabs you by the throat and refuses to let go. Now the Amiga version is here, and it's just as vicious as its arcade counterpart, and just as playable. The graphics are not as polished or well-defined as you might expect, but they're colourful, and well animated - especially when you unleash a missile and the resulting explosion throws a conglomeration of severed limbs into the air (yeuck)! Everything you'd expect from the coin-op is there, including the intermission screens telling you who you've got to bust, the funkadelic backing track, the booms and screams of gun and missile fire, and those pesky dogs which keep pestering you! One minor quibble is the joystick control - the arcade machine had four buttons and a joystick, so cramming everything onto one stick was obviously a problem - but once you've got used to it, the whole thing flows along so easily that you'll be addicted (if you'll pardon the pun) in minutes!

ROBERT SWAN

GRAPHICS	86%
SOUND	85%
VALUE	90%
PLAYABILITY	93%
OVERALL	91%


HOW DOES ETERNAL SLAVERY SOUND?
The Ur-Quan Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

SKY SHARK

BY SEGA

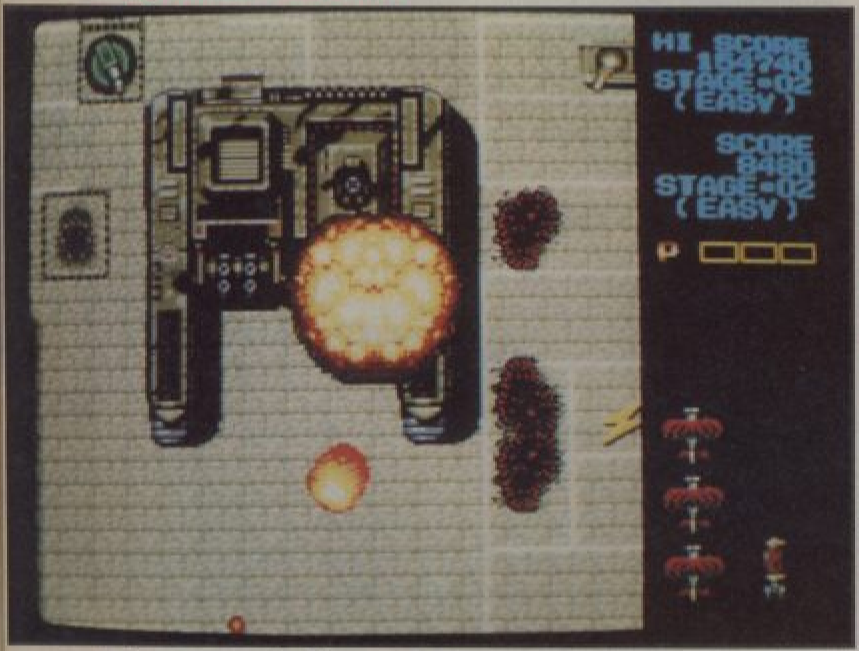
Hordes of tanks, planes, and ships are invading your country, totally overwhelming the defensive forces - so it's up to you and your plane, the Sky Shark, to repulse the waves of enemies. Luckily, there are numerous power-ups, speed-ups, and other goodies to be collected that enable the Shark to compete with the baddies on their own terms.

Set over dozens of sublevels, Sky Shark starts from a friendly base and fights through waves of attackers before reaching the next airbase - and safety. Power flashes are collected along the way, and these are converted into points at the end of each subsection; power-ups, on the other hand, increase the destructive powers of your weapon for every three that are collected. Don't stop to think - the enemy comes on thick and fast, so continuous blasting is the order of the day.

The backgrounds change on a regular basis, starting off with a forest, and then on to deserts, cities, oceans, and other exotic locations! Unfortunately, the baddies are determined to leave you no time to admire the landscape! With the choice of three different weapons, Flying Shark must wipe out the foe - or not live to regret it.



▲ Wibbly green things annihilate the enemy!

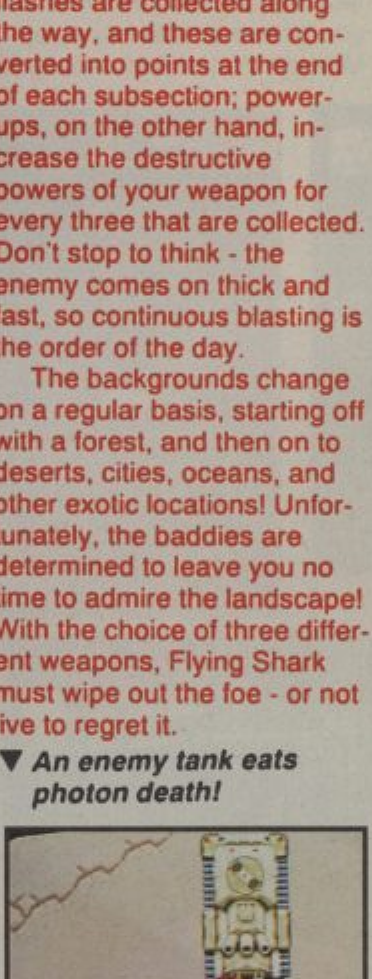


▲ A smart bomb disposes of the end-of-level boss.



▲ Triple fire-power is the weakest weapon!

▼ An enemy tank eats photon death!



C+VG HIT!

MEGADRIVE £34.99

I'm a great fan of Truxton, and this game is very similar - and just as hugely enjoyable. Wiping out hundreds of enemy vessels is my idea of perfect entertainment, and this delivers with a vengeance. The only problem is that Easy level is far too easy; I virtually completed the game without losing a single life! However, Medium level is quite tough and will provide even the best wibbler with an adequate challenge. The graphics are of an extremely high standard and, for once, don't stop you from seeing the enemy's bullets coming! There are too many continues available, but that's a common problem in Megadrive arcade games, and even Truxton had infinite continues. I recommend this game very strongly to all shoot 'em up fans - you'll have a blast!

MATT REGAN

GRAPHICS	87%
SOUND	85%
VALUE	88%
PLAYABILITY	92%
OVERALL	90%

REVIEW

▶AMIGA

DEFENDER 2

BY ARC

After months spent beavering away over a hot micro, Jeff Minter has finally unleashed his latest masterpiece - and it's a sequel to one of the greatest coin-ops of all time! Defender 2 not only contains Jeff's own sequel to Williams' classic coin-op, but also has versions of the original Defender and the classic Stargate thrown in for good measure - and at no extra cost!

Defender 2 contains elements from both Stargate and Defender (I'll assume you're familiar with the basic "protect the humanoid and shoot the meanies" gameplay), cunningly re-mixed with original ideas to produce this sequel. The first thing you'll probably notice is the fact that your defending craft now has a dinky little sidekick that contains four methods of dishing out mega-laser death. The toothpaste laser cuts through enemies requiring multiple hits, whilst the bomb pod releases a volley of bombs to ground-based targets. The upshooter blasts in an upward direction (makes sense) whilst the AI drone generally acts as a Nemesis-style multiple that actually homes in and dispatches the opposition! There's also a lightning bolt-style smart laser that releases deadly photons that rip all known enemies to shreds!

The gameplay is divided into distinct sections. First off, you'll have to blast away a Mission Wave (this usually involves destroying a certair breed of alien) and then ' normal Defender-type wa... To round the level off a Theme Wave has to be annihilated - these are much the same as the Mission Waves.

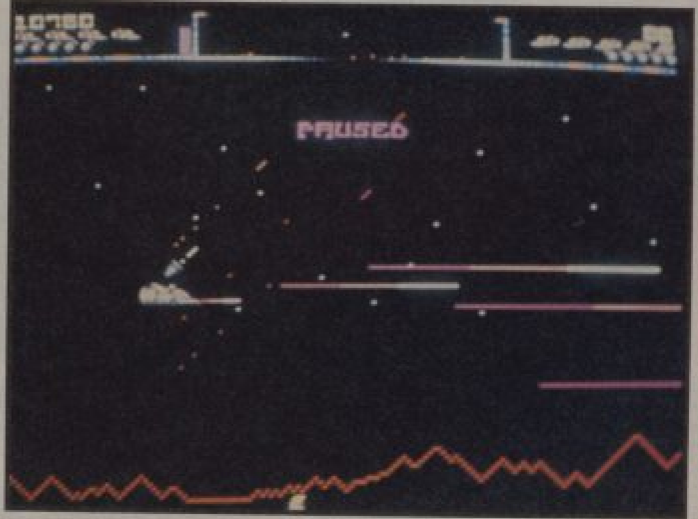
But along with the slightly re-jigged gameplay, there are also new breeds of alien to destroy and each new type is identified in a special tutorial section. There's also a comprehensive options page where the difficulty level, control method and choice of sonics can be selected.

UPDATE

At present there are no plans to convert Defender 2 to any other home system, but if the situation changes you'll be the first to know!



▲ *A lander eats lightning annihilation*



▲ *The Defender ship unleashes photon destruction!*



▲ *The lightning smart laser lashes out at the enemy*

AMIGA
£24.99

Defender 2 was an incredible disappointment when we first booted it up on the office Amiga, mainly because it seemed to be an incredible effort just to survive five seconds without meeting a photon-laden doom. Also, the control method (using the mouse for movement and the keyboard to fire your various weapons systems) is extremely hard to get to grips with and the intuitive skill needed for the arcade original had been replaced with trying to find the right key at the right time. However, once I'd dusted off my old Defender skills, I began to have a flippin' good time! I'm all for synthesized digital destruction on a grand scale and Defender 2 more than fits the bill. The promise of having Stargate and the original Defender thrown in sounds rather good, but neither plays much like its coin-op parent for some. The package itself is fine, but for that adrenalin surge required by the gamesters of today, Datastorm is far superior.

RICHARD LEADBETTER

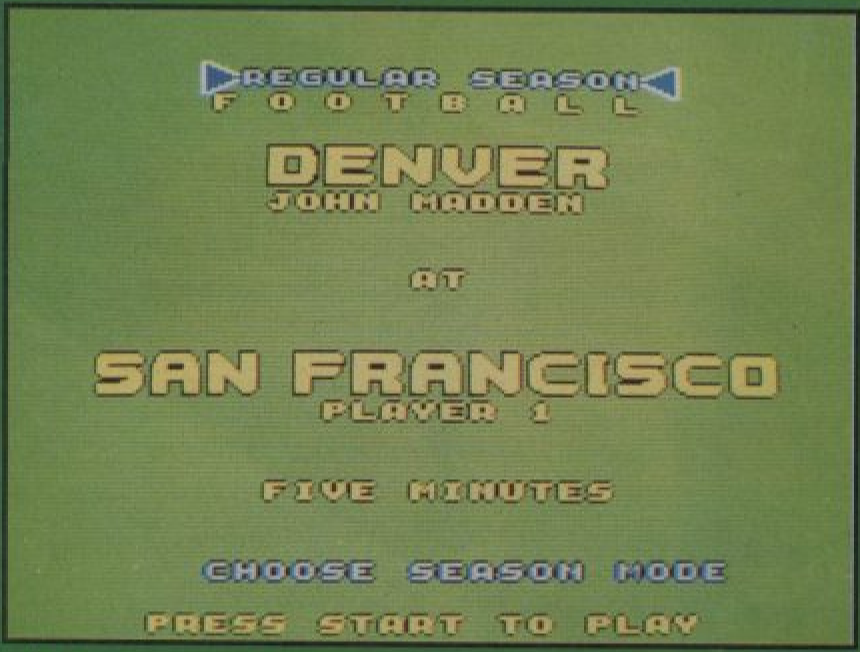
GRAPHICS	84%
SOUND	87%
VALUE	75%
PLAYABILITY	73%
OVERALL	75%

ST
£24.99

Just as good as the Amiga game, with a little bit of speech thrown in for good measure! As Datastorm isn't available on the ST, check this out.

OVERALL 79%


From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.



▲ *Select the right team at the start of the tournament...*



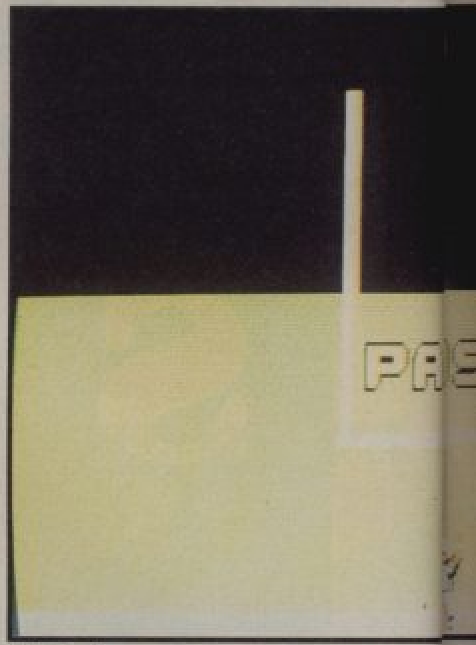
▲ *...And you could end up in the Superbowl playoffs!*

THE TEAM SPIRIT

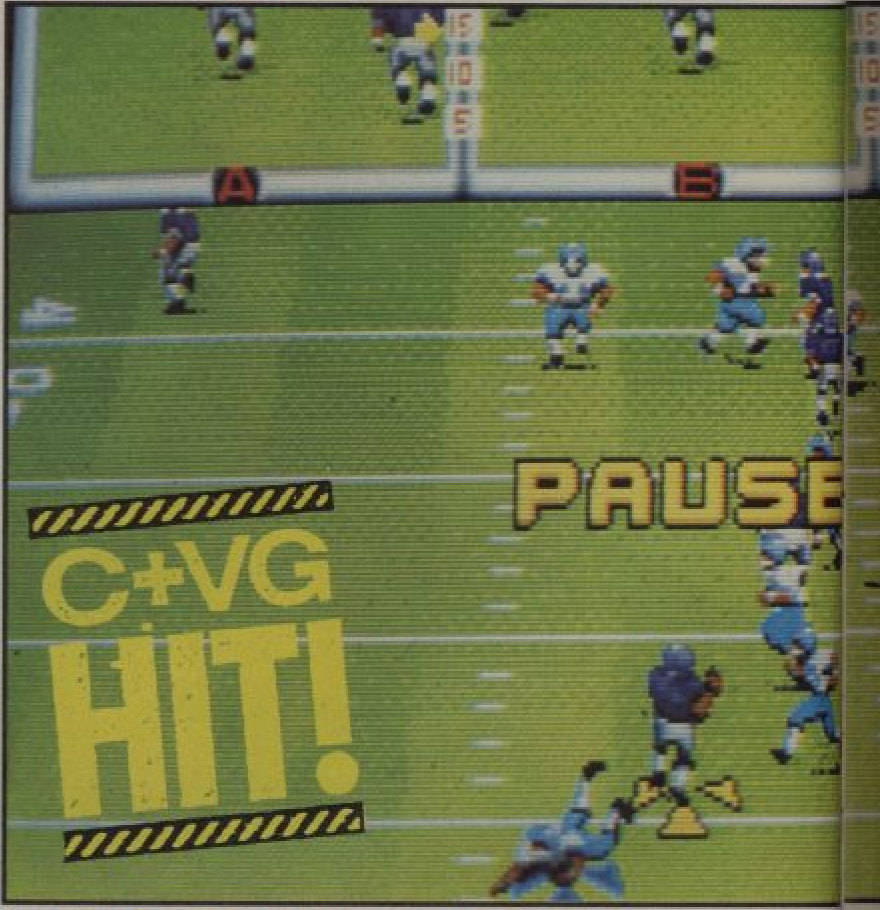
Choosing a team is the most important decision in the game. Some teams will be stronger than others at certain things: Minnesota, for example, has a near-invincible running back, while Miami is great at passing. Also a choice must be made between a regular season game, a playoff game (in other words, the Superbowl, where the fixtures are decided for you), and a sudden-death game in which the first team to score wins.

It's third and four, on the 30 yard line. The Quarterback won a pass interference after the punt, and has made 40 rushing yards". If any of that makes sense to you, you must be a fan of American football, with its complex rules and bulging shoulder pads.

After a successful playing career, John Madden is now one of America's top commentators, and his game includes all the teams of the NFL and AFL leagues. There's also a special "super team", the Madden All Stars, comprised of the best players

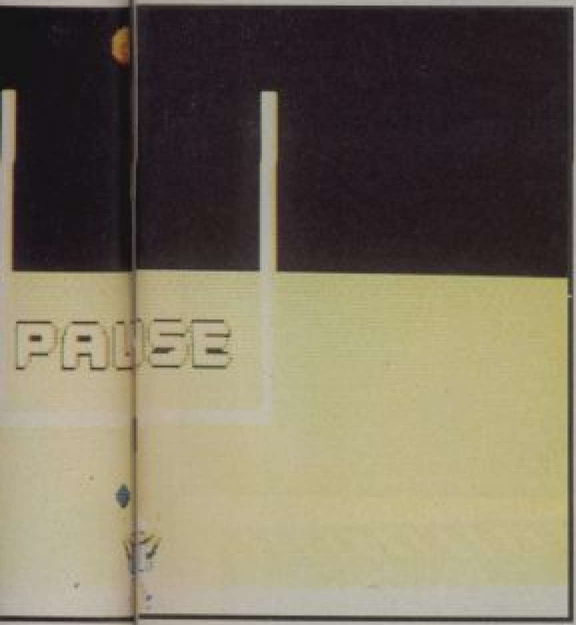


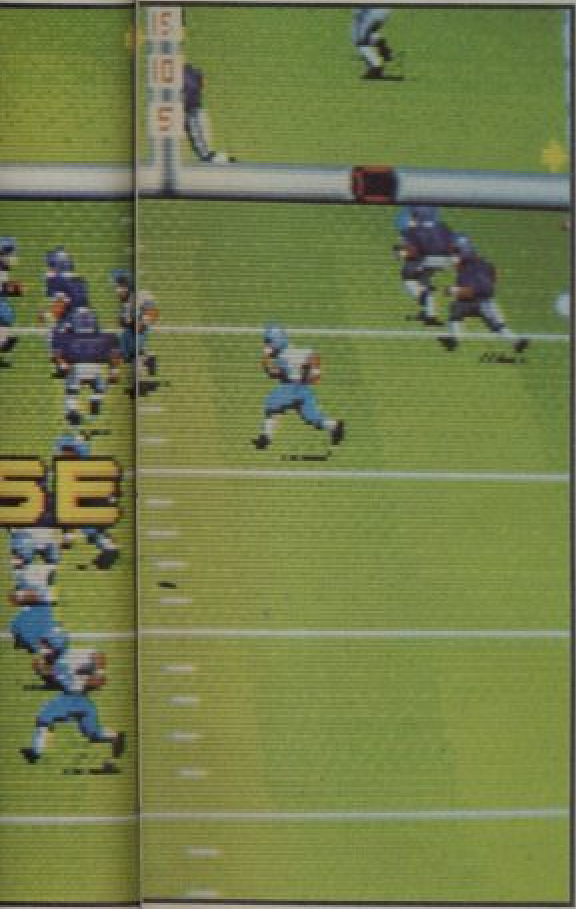
▼ *The Quarterback decides which player to pass to.*



BY ELECTRONIC ARTS

JOHN MADDEN'S AMER
FOOTBA



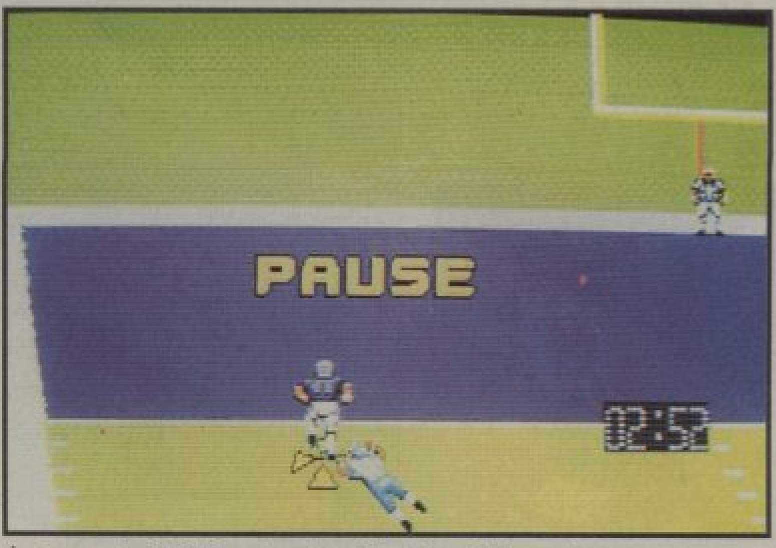


from all the other sides.

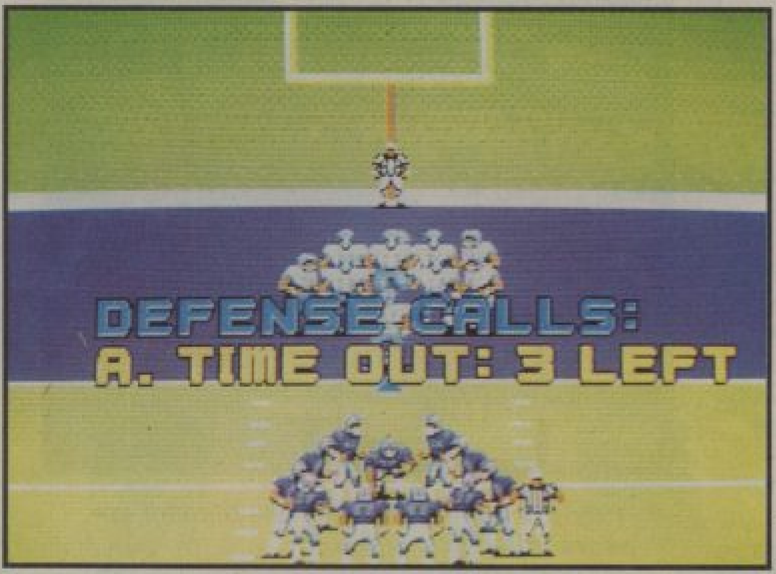
Play is against the computer or a human opponent, with home and away fixtures if required. It's even possible to have a team play itself - away strips helping to remove any confusion!

Each match is made up of a series of offensive and defensive plays chosen via menus displaying diagrams of where principal players will be running to. Once both players have selected their strategies, the action starts with the offense's quarterback collecting the ball then passing it, running off with it or booting it forward depending on the play selected. If you're on offense, you control whoever is holding the ball, but the defending player can switch to whoever is closest to the ball so he can get in a tackle.

The defending team's overall task is to stop the offense from making the required 10 yards. Field goals, punts, sacks and fouls are all represented and the game is complete with sound effects of men having the wind knocked out of them!



▲ *A spot of diving to stop that touchdown!*



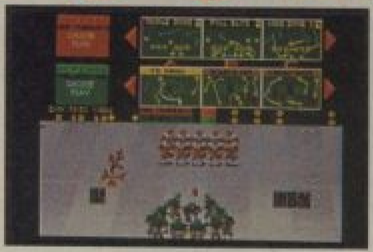
▲ *Defence calls time as a touchdown seems inevitable!*

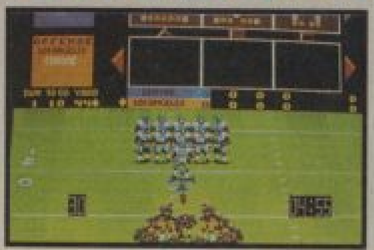
ERICAN
ALL

▼ *Rushing up the field, this guy seems unstoppable!*

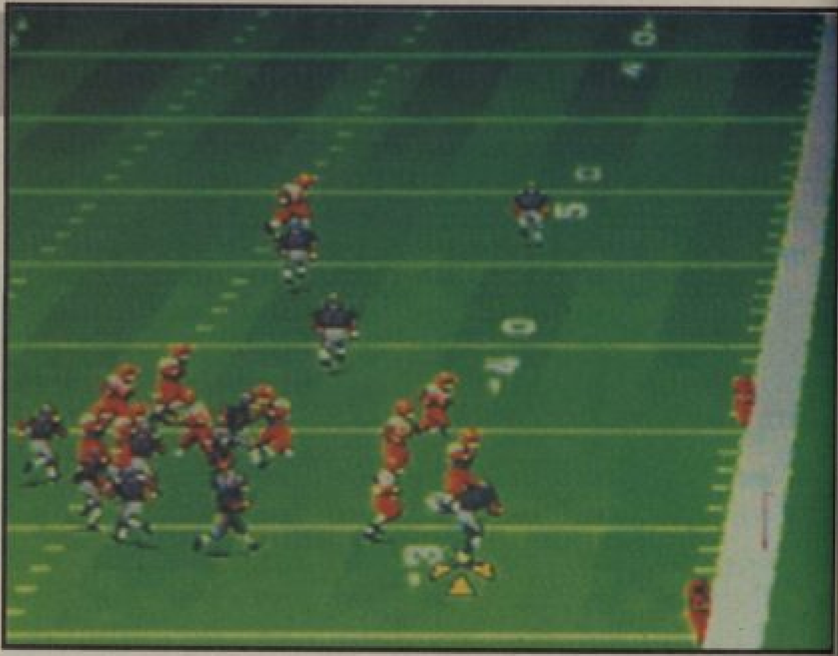


JOHN MADDEN'S AMERICAN FOOTBALL





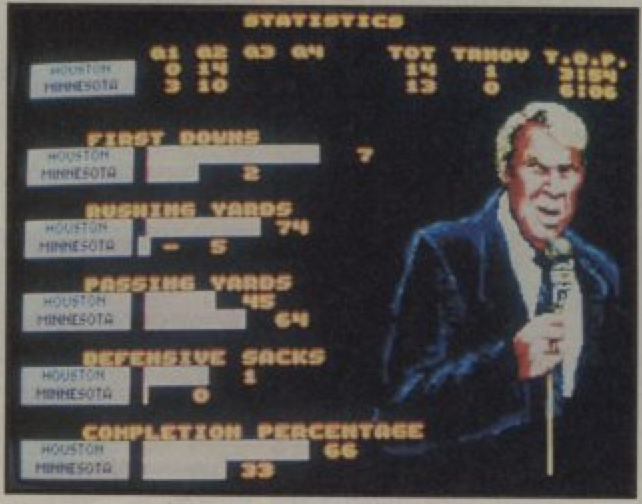
▲ *Los Angeles talk tactics...*



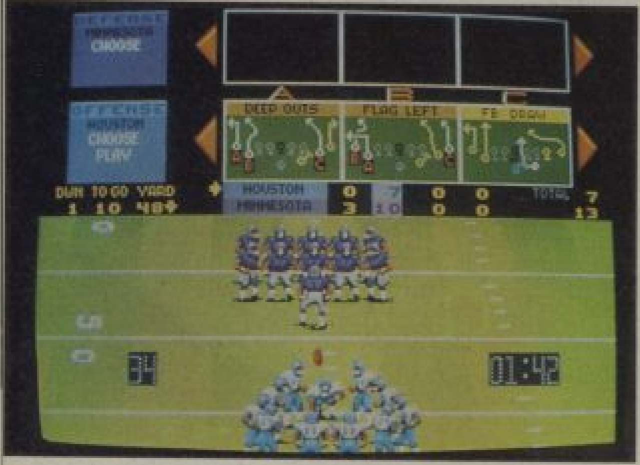
▲ *Just like the real thing!*

ALL THE RIGHT MOVES

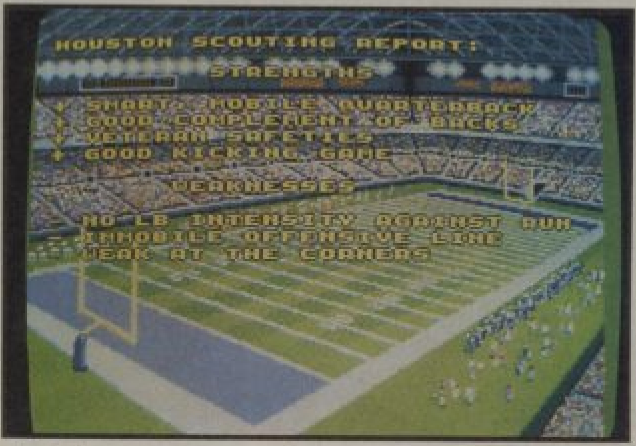
To succeed in this game, it's crucial to have a grasp of the offensive and defensive moves available. When it comes to choosing plays, both sides huddle up and the menus at the top of the screen scroll left and right to reveal the different defensive and offensive moves available. If you're on offense and want to play a pass, use men with good catching ability or the ball will bounce right out of their hands. Likewise, when trying a running play, choose players who are fast on their feet, or the other team will bring the running back to the floor before he's made any distance. The defense's best tactic is to try to work out his opponent's most logical move, hope he's logical enough to use it then select a play which blocks his progress or perhaps even allows an interception which will turn the game around.



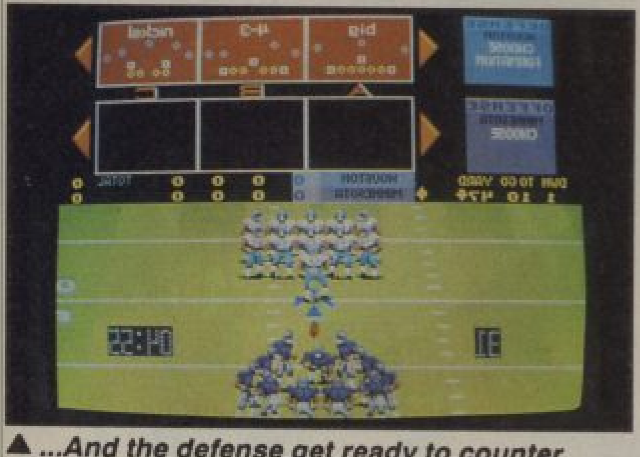
▲ *After the match... Mr Madden himself appears to tell you yours.*



▲ *The offense choose their strategy...*



▲ *Before the match... the scouts report on the opposition's strengths and weaknesses...*



▲ *...And the defense get ready to counter their efforts.*

VITAL STATISTICS

As with any American sport, reams of statistics are heavily featured throughout the game. Together with the scouting report on the teams, which lists their strengths and weaknesses; this helps in the decision for a team, and allows for "spying" on the opposition! At the end of each half, John Madden appears to give the stats so far; these include the number of first downs made, the rushing yardage (how far each team has carried the ball), the passing yardage (the length of throwing plays), and defensive sacks (how often the defense has knocked down the opposing quarterback in his own half).

MEGADRIVE
£34.99

John Madden's stunning intro music (by ex-C64 maestro, Rob Hubbard) lets you know that this game is something special, and things just get more impressive from then on! The array of options and statistics gives this the kind of realistic feel that was missing from Megadrive Cyberball. On top of that, the game is packed little extras further help to set this apart from other console sports sims; the dances done by the player making the touchdown, for example! Although the game is quite daunting at first (there are so many decisions to make), a couple of games will teach you all the skills necessary to roundly trounce the computer, and after that you'll be ready to take on a skilled human opponent. With gorgeous graphics, super sound, and perfect playability, this is a Must-Have game for Megadrive owners.

MATT REGAN

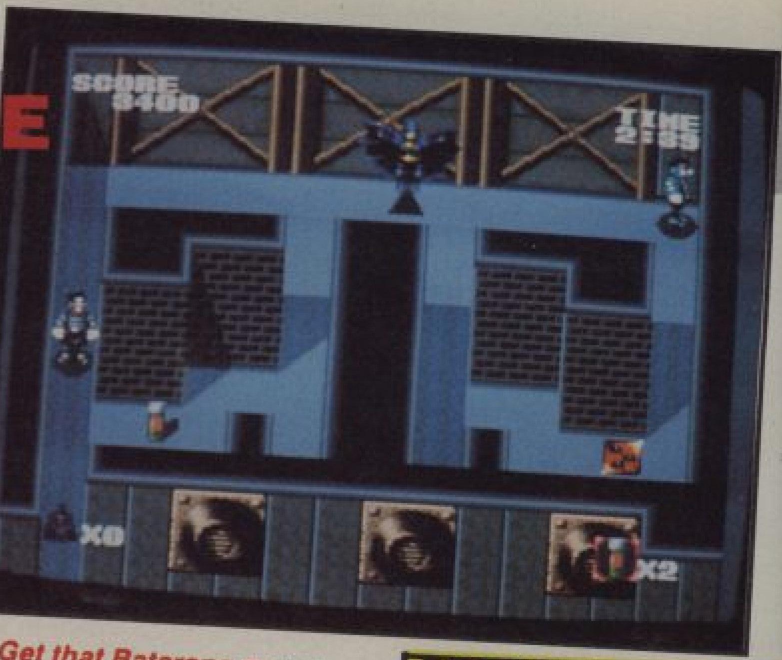
GRAPHICS	93%
SOUND	90%
VALUE	96%
PLAYABILITY	95%
OVERALL	95%



SUPER SKI
FIGHTER BOMBER
PLAYER1 2 2
PLAYER2 6 4
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GREAT COURTS
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COMMODORE 64, SPECTRUM and AMSTRAD CPC
Note 1 ! KICK OFF is not available in the PC version.
Note 2 ! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P47 and RICK DANGEROUS.
UBI SOFT
Entertainment Software



▲ Roaming the city in search of people to beat up.



▲ *Get that Batarang power-up, Batman!*

BATMAN

BY SUNSOFT

Evil stalks the streets of Gotham City in the twisted form of the Joker, alias crazed criminal Jack Napier. The city needs a hero to save the day and who should make an appearance but Batman - life-long good guy and champion of the citizens of Gotham.

Closely following the plot of the movie, this Engine card puts the player in the role of the black-garbed one, with the object being to defeat the Joker over 50 four-way scrolling maze-like levels. In each level there are a number of objects either to collect or drop in order to progress to the next level. Batman starts out his crusade in the streets of Gotham City where he collects canisters and bottles in order to break the Joker's deadly Smilex combination. At the Axis Chemical Factory, bombs are dropped on crosses (Crackdown-style) in order to blow the place into oblivion and beyond. Other levels include the Flugelheim Museum, where Batman undoes the damage caused on priceless works of art by the Joker, and Gotham Cathedral - the scene of the final confrontation.

Batman has to keep an eye out for the Joker's evil cronies Where appropriate, he can also sling a batarang to disable his foes and then finish them off with his batfist. Watch out for power-ups which increase batarang speed and range.

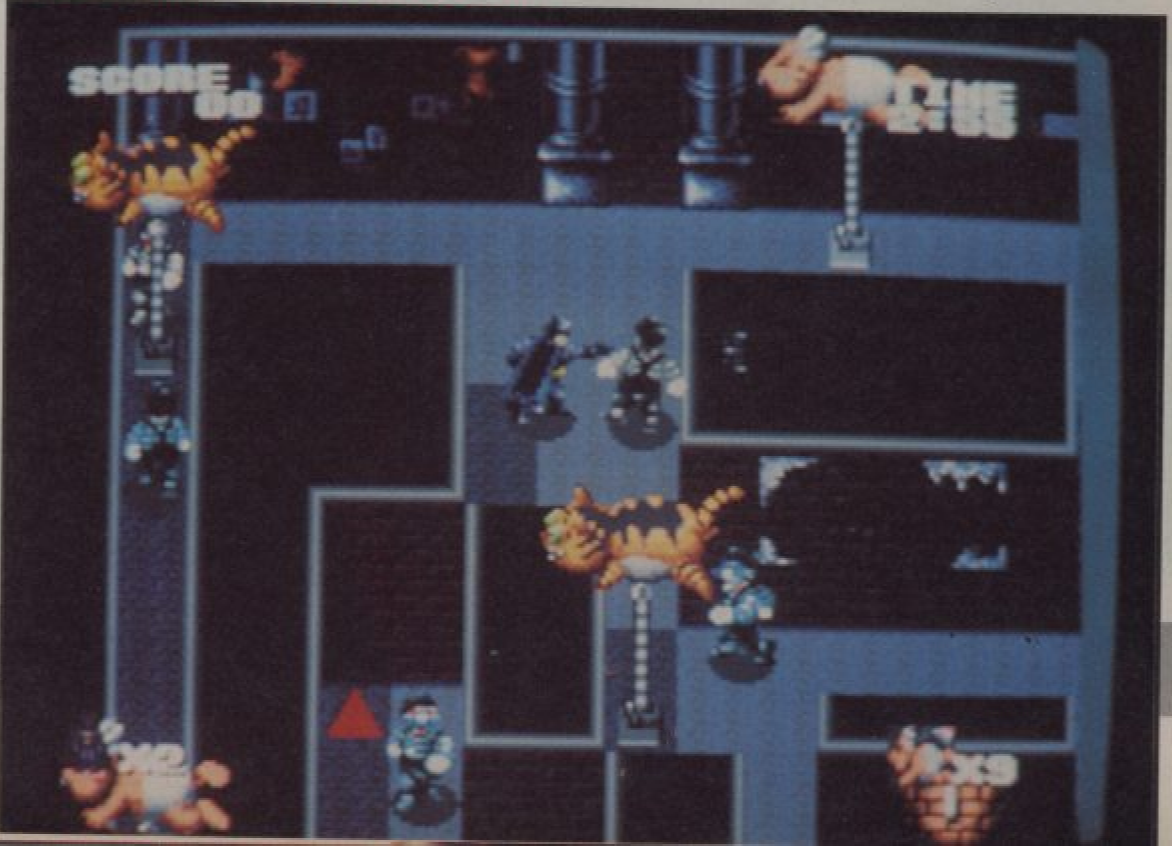
UPDATE

Just about every console and computer version of Batman has been reviewed and they're all pretty hot stuff - especially the totally brill Gameboy version!

THANKS!

A big "Ta!" to PC Engine Supplies of Stoke for supplying us with the Batman game card. Contact them on (0782) 712759.

▼ *Cut the balloons free to save Gotham.*



PC ENGINE £35.00

I thought the PC Engine version of Batman was little more than a sort of tarted-up PacMan when I first clapped eyes on it, what with walking around a maze collecting items and the like, but after a while the action gets strangely addictive and you have to come back for one more go! The graphics aren't exactly the best the Engine can come up with and the whole map seems to be arranged in conspicuous blocks. The sound though is totally superb - all of Sunsoft's Batman conversions have featured amazing music and the PC Engine game is no exception. Special mention must also go to the amazing end-of-level animations sequences - they're just totally gob-smacking, especially the film-quality Batwing sequence! Lastability is Batman's problem, though. It won't exactly glue you to the Engine and it is pretty simple to complete with no real incentive to drag you back for more.

RICHARD LEADBETTER

GRAPHICS	82%
SOUND	94%
VALUE	74%
PLAYABILITY	85%
OVERALL	80%

THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Out Run	Kixx	●	●	●	●	●
2	1	Guardian Angel	Code Masters	●	●	●	●	●
3	-	Target Renegade	Hit Squad	●	●	●	-	-
4	-	Jaws	Alternative	●	●	●	-	-
5	5	Quattro Adventure	Code Masters	●	●	●	-	-
6	9	Quattro Super Hits	Code Masters	●	●	●	-	-
7	4	Quattro Combat	Code Masters	●	●	●	-	-
8	2	Run the Gauntlet	Hit Squad	●	●	●	-	-
9	-	Track Suit Manager	Hi-Tec	●	●	●	●	●
10	8	Rastan	Hit Squad	●	●	●	-	-
11	10	Paperboy	Encore	●	●	●	●	●
12	-	Quattro Arcade	Code Masters	●	●	●	-	-
13	-	R-Type	Hit Squad	●	●	●	●	●
14	3	Soccer Double	E+J Software	●	●	●	-	-
15	-	Treasure Island Dizzy	Code Masters	●	●	●	●	●
16	-	California Games	Kixx	●	●	●	●	●
17	14	Yogi's Great Escape	Hi-Tec	●	●	●	●	●
18	6	Shadow Warriors	Ocean	●	●	●	●	●
19	11	Hong Kong Phooey	Hi-Tec	●	●	●	●	●
20	-	Question of Sport	Encore	●	●	●	●	●







Yeeuurgh! What's Out Run doing at the top of the charts? It's a big name but a bit of a duff game. What's worse, there's only one full price game in the whole top 20, and only four or five of the rest are much cop! So much for progress, eh? No doubt the Turtles will be kicking butt when they hit the streets next month.

THE C+VG CHARTS

AMIGA TOP 20

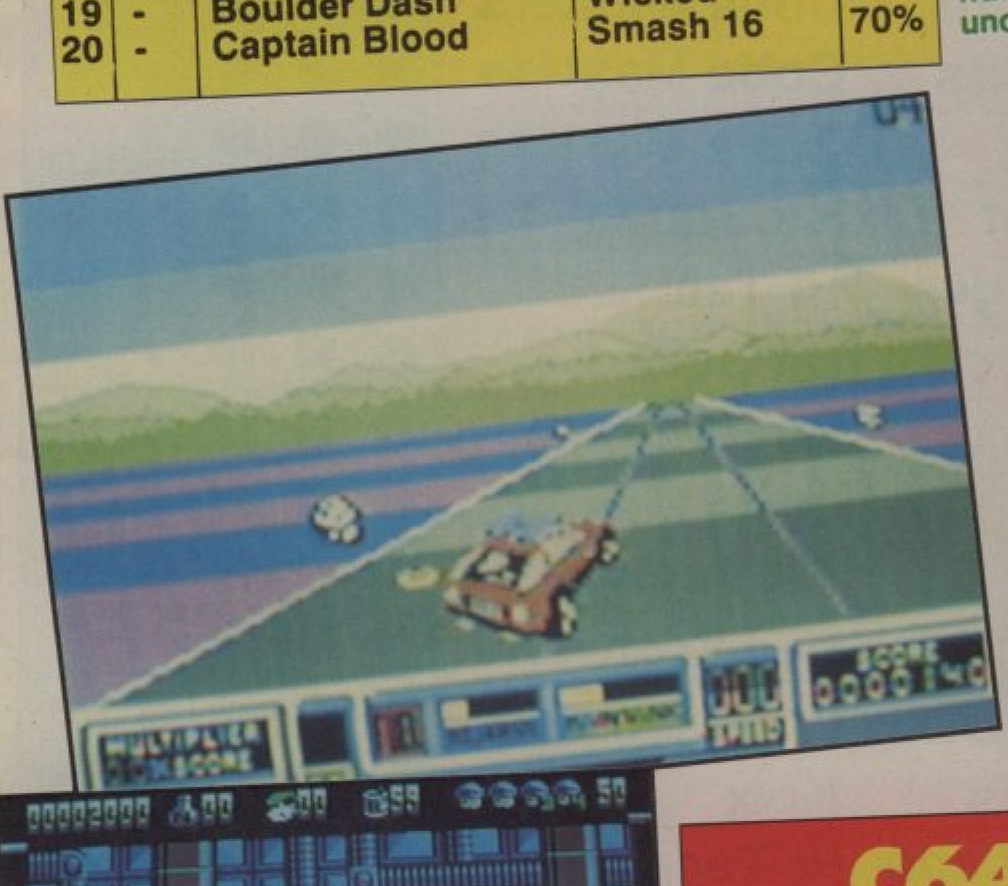
1	-	F19 Stealth Fighter	Microprose	92%
2	-	Indy 500	Elec Arts	91%
3	-	Adv Fruit Machine	Code Mstrs	75%
4	4	TI Dizzy	Code Mstrs	80%
5	10	Yogi's Grt Escape	Hi-Tec	83%
6	-	Cadaver	Mirrorsoft	93%
7	19	Fast Lane	Action 16	24%
8	-	Turrican	Rainbow A	93%
9	-	Targhan	Action 16	61%
10	12	Drum Studio	Players	60%
11	14	Spy Who Loved Me	Domark	91%
12	-	Supremacy	Virgin	83%
13	13	Iron Tracker	Smash 16	49%
14	2	Kick Off 2	Anco	95%
15	-	Wheels of Fire	Domark	79%
16	1	Corporation	Core	82%
17	17	Killing Game Show	Psygnosis	83%
18	-	Ruff and Reddy	HiTec	68%
19	-	Boulder Dash	Wicked	80%
20	-	Captain Blood	Smash 16	70%



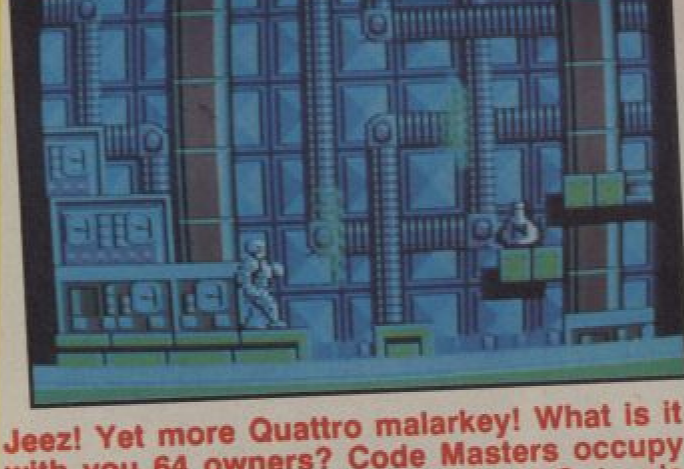
Crikey! Simulation City this month as F19 Stealth Fighter flies straight to the top followed by the sim-sational Indy 500! Nice to see Turrican's guest appearance so long after its release.

OUR TIP FOR THE TOP

Well, no sign of the totally amazing Lotus game yet so expect to see that somewhere in the top ten and if those Turtles don't hit number one then we'll be monkeys' uncles!







Jeez! Yet more Quattro malarkey! What is it with you 64 owners? Code Masters occupy seven out of the twenty positions! Outrun's budget re-release zooms it right back to the top, and there's absolutely NO full-price games in the chart at all!

OUR TIP FOR THE TOP

Well Christmas means loads o' wonga being splashed out, and we reckon that the brill Super Off Road and of course, those darn Turtles will figure in the top ten along with SCI and maybe even Robocop 2!

C64 TOP 20

1	-	Outrun	Kixx	44%
2	8	Quattro Adv	Code Mstrs	77%
3	13	Quattro Super Hits	Code Mstrs	65%
4	-	Target Renegade	Hit Squad	80%
5	-	Rastan	Hit Squad	77%
6	1	Run the Gauntlet	Hit Squad	72%
7	6	Quattro Combat	Code Mstrs	67%
8	3	Guardian Angel	Code Mstrs	40%
9	-	Big Foot	Kixx	73%
10	14	Road Blasters	Kixx	59%
11	11	Paperboy	Encore	47%
12	-	Quattro Arcade	Code Mstrs	67%
13	-	Track Suit Manager	Hi-Tec	80%
14	5	Salamander	Hit Squad	93%
15	7	Fantasy Dizzy	Code Mstrs	81%
16	12	Quattro Sports	Code Mstrs	70%
17	-	Jaws	Alternative	26%
18	-	California Games	Kixx	95%
19	2	Hong Kong Phooey	Hi-Tec	38%
20	9	Soccer Double	E+J	65%

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Ooh 'eck, missus! How could the extremely naff Italia 1990 claw its way back to number one? On the plus side, Lotus Esprit Challenge has burned into the charts, but apart from that....

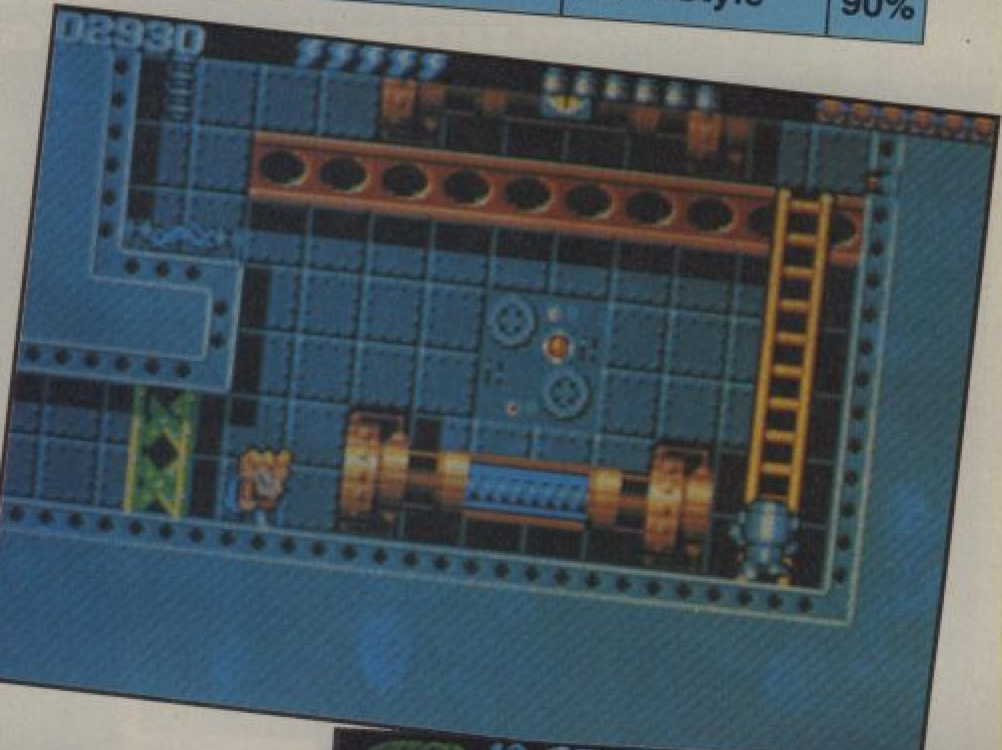
OUR TIP FOR THE TOP

Well, they might not have crawled out of the sewers this month, but you can bet your bottom dollar those Turtles will be chopping up the charts next time round!

ATARI ST TOP 20

1	18	Italia 1990	Code Mstrs	38%
2	-	Adv Fruit Machine	Code Mstrs	76%
3	8	TI Dizzy	Code Mstrs	80%
4	9	Targhan	Action 16	38%
5	-	Team Yankee	Empire	82%
6	-	Guardian Angel	Code Mstrs	73%
7	11	Kick Off 2	Anco	95%
8	5	Future Bike	Hi-Tec	72%
9	15	Yogi's Gt Escape	Hi-Tec	83%
10	-	Lotus Esprit Chall	Gremlin	89%
11	2	F-19 Stealth Fighter	MicroProse	89%
12	1	Shadow of Beast	Psygnosis	60%
13	-	Gremlins II	Elite	82%
14	-	Platinum	US Gold	84%
15	-	Captive	Mindscape	93%
16	16	WC LeaderBoard	Klassix	89%
17	-	Iron Tracker	Smash 16	24%
18	-	Boulder Dash Kit	Wicked	77%
19	4	Shadow Warriors	Ocean	84%
20	-	Rick Dangerous 2	MicroStyle	90%





44%
77%
65%
80%
77%
72%
67%
40%
73%
59%
47%
67%
80%
93%
81%
70%
26%
95%
38%
65%

SPECTRUM TOP 20

1	-	Jaws	Alternative	37%
2	-	Outrun	Kixx	70%
3	-	R-Type	Hit Squad	88%
4	-	Track Suit Manager	Hi-Tec	80%
5	-	Target Renegade	Hit Squad	85%
6	1	Soccer Double	E+J	68%
7	6	Rastan	Hit Squad	89%
8	13	Paperboy	Encore	85%
9	2	Run the Gauntlet	Hit Squad	74%
10	4	Quattro Combat	Code Mstrs	67%
11	5	Guardian Angel	Code Mstrs	40%
12	3	TI Dizzy	Code Mstrs	80%
13	12	Match Day 2	Hit Squad	87%
14	3	Quattro Adv	Code Mstrs	63%
15	-	Quattro Arcade	Code Mstrs	73%
16	-	Football Champs	Cult	63%
17	-	Question of Sport	Encore	40%
18	18	Fantasy Dizzy	Code Mstrs	80%
19	-	Outlaw	Players	68%
20	10	Pro Boxing	Code Mstrs	79%



A load of tepid budget gear is replaced at the top of the chart by... another load of new budget gear! Argghh! That hideous effort, Jaws, hits the top closely backed by Kixx's Outrun release. The more deserving R-Type steams in close behind...

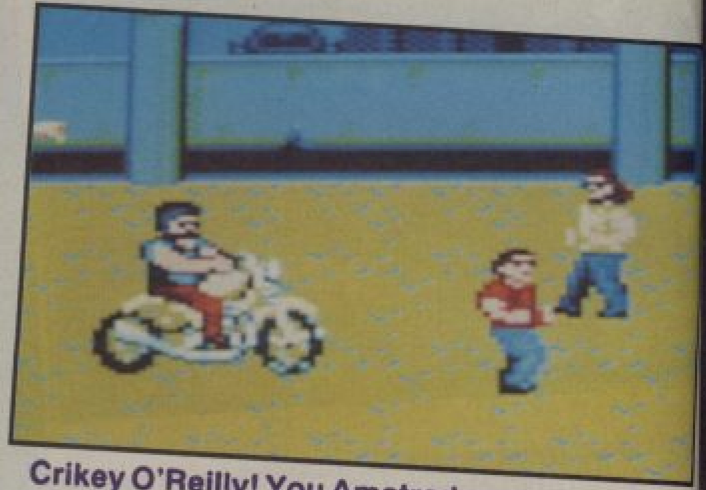
OUR TIP FOR THE TOP

Flippin 'eck! If those Turtles don't make the top slot by next month then we'll be most surprised. Keep an eye out for the funky Shadow of the Beast also.

THE C+VG CHARTS

AMSTRAD TOP 20

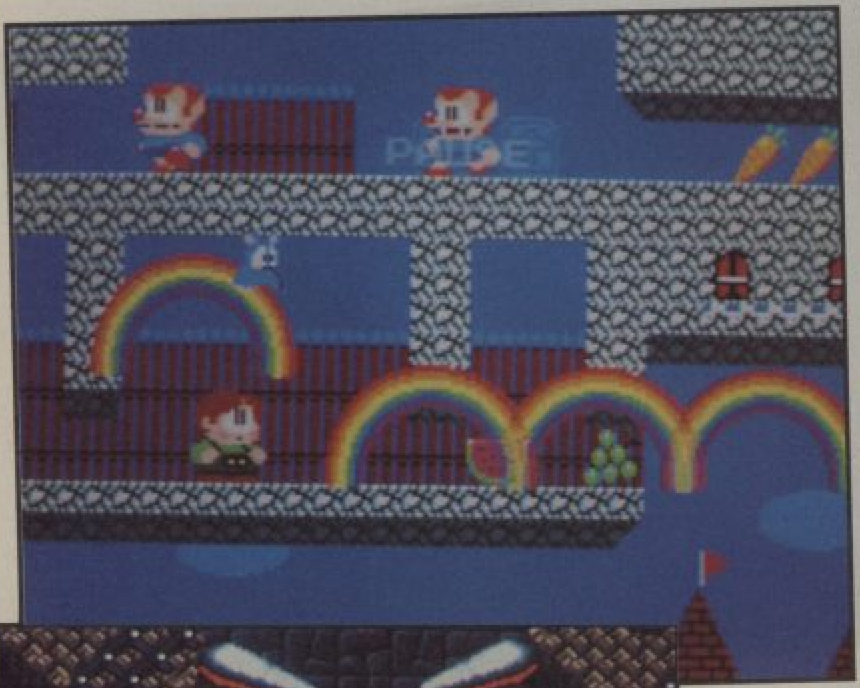
1	-	R-Type	Hit Squad	79%
2	-	Target Renegade	Hit Squad	80%
3	4	Quattro Sup Hits	Code Mstrs	65%
4	1	Guardian Angel	Code Mstrs	40%
5	3	Quattro Adv	Code Mstrs	74%
6	2	Quattro Combat	Code Mstrs	63%
7	-	Quattro Arcade	Code Mstrs	65%
8	5	Operaton Hormuz	Alternative	74%
9	11	Jaws	Alternative	38%
10	-	Outrun	Kixx	47%
11	12	Run the Gauntlet	Hit Squad	70%
12	-	California Games	Kixx	45%
13	20	Hong Kong Phooey	Hi-Tec	37%
14	9	Paperboy	Encore	85%
15	-	Track Suit Manager	Hi-Tec	80%
16	-	Question of Sport	Encore	40%
17	10	Pro Golf	Atlantis	70%
18	9	Rastan	Hit Squad	80%
19	14	Wombles	Alternative	72%
20	-	Superkid	Atlantis	73%

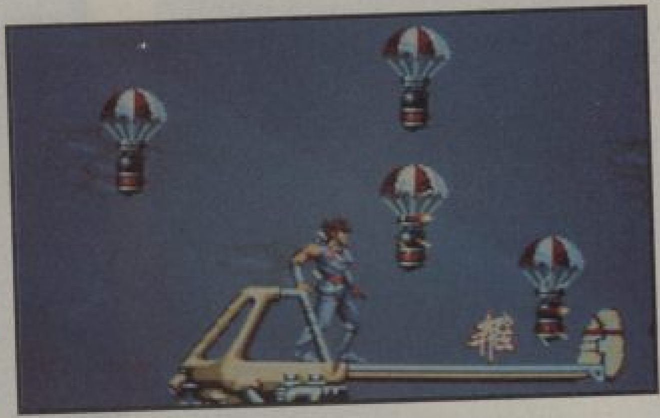


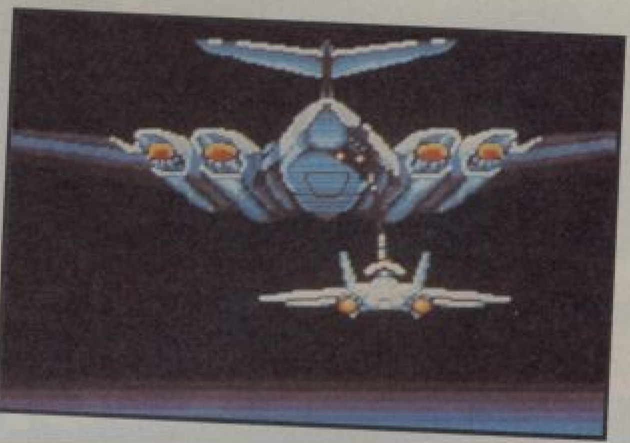
Crikey O'Reilly! You Amstrad gamesters certainly go in for the old budget gear and no mistake. Tons of re-releases infest the Amstrad charts, but at least a golden oldie holds the top slot - R-Type!

OUR TIP FOR THE TOP

Perhaps it was a bit premature to predict top spot for Turtles when the game wasn't out in time for this chart, but if those green martial artists and Gremlin's Shadow of the Beast aren't in the chart by next month we'll eat our hats and finish off our raincoats for dessert!









PC ENGINE TOP 5

1	3	Devil Crash	93%
2	4	Darius +	89%
3	-	Rabid Lepus	86%
4	5	Afterburner	82%
5	-	Gomola Speed	85%

MEGADRIVE TOP 5

1	1	Strider	95%
2	-	Rainbow Islands	93%
3	-	Hellfire	94%
4	-	Dynamite Duke	84%
5	-	Thunderforce III	95%

PC ENGINE

Devil Crash spins back to the top, followed by Darius Plus, that wacky rabbit blast, F-14 flying fun and the oddly named Gomola Speed!

MEGADRIVE

What a surprise - Strider still at numero uno, followed by the brill Rainbow Islands and Hellfire, the not-so-brill Dynamite Duke and Thunderforce III STILL hanging in there! Again, ta very much to PC Engine Supplies of Stoke for the chart.

TEENAGE MUTANT HERO TURTLES

C+VG HIT!



▲ *Meet the latest stand-in for Wogan.*
▼ *Our turtle hero rescues April.*



▼ *An overhead view as Donatello rushes through the streets*



BY IMAGE WORKS

Like a total schmuck, the villainous Shredder has kidnapped the very wonderful news houndette, April O'Neil. He's carted her off to his secret hideout to brainwash her into joining his Foot Clan, and only her four amphibian pals, the Teenage Mutant Hero Turtles, can save her!

The game starts above ground, with the player in control of the Turtle of his choice. Foot Soldiers and Shredder's Steam Rollers are on the prowl, so the best thing to do is to quickly duck into a nearby manhole and cross the town via the sewer system.

But things are even more dangerous underground! Foot Warriors and a variety of other weirdoes are running all over the place, and contact with any of them knocks the Turtle's energy bar for six! Luckily, if one of the gang is running out of energy, you can take him out of action and immediately replace him with a fitter Turtle. This sort of Teamwork is essential if you're to defeat some of the bigger baddies, such as Bebop and Rock Steady, who make appearances early on in the game.

Each Turtle is armed with his favourite weapon, but they vary in effectiveness. There are, however, long-range weapons such as shurikens and boomerangs available, but you have to find the respective icons first!

THE CHRiSTMAS GOOD GAMES GUiDE

Game	Label	Amiga %	ST %	IBM PC %
F19 Stealth Fighter	MicroProse	91.00	93.45	92.00
Midwinter	Rainbird	91.00	93.54	93.90
Rick Dangerous II	MicroStyle	87.04	87.00	-
Silent Service II	MicroProse	-	-	92.67
Tower of Babel	Rainbird	92.92	91.50	-
Simulcra	MicroStyle	87.25	87.02	-

A whole host of other MicroProse games have also scored high average marks, including Railroad Tycoon (IBM) - 93.65%, Carrier Command (IBM) - 99.13%, and Stunt Car Racer (Amiga) 90.05%.

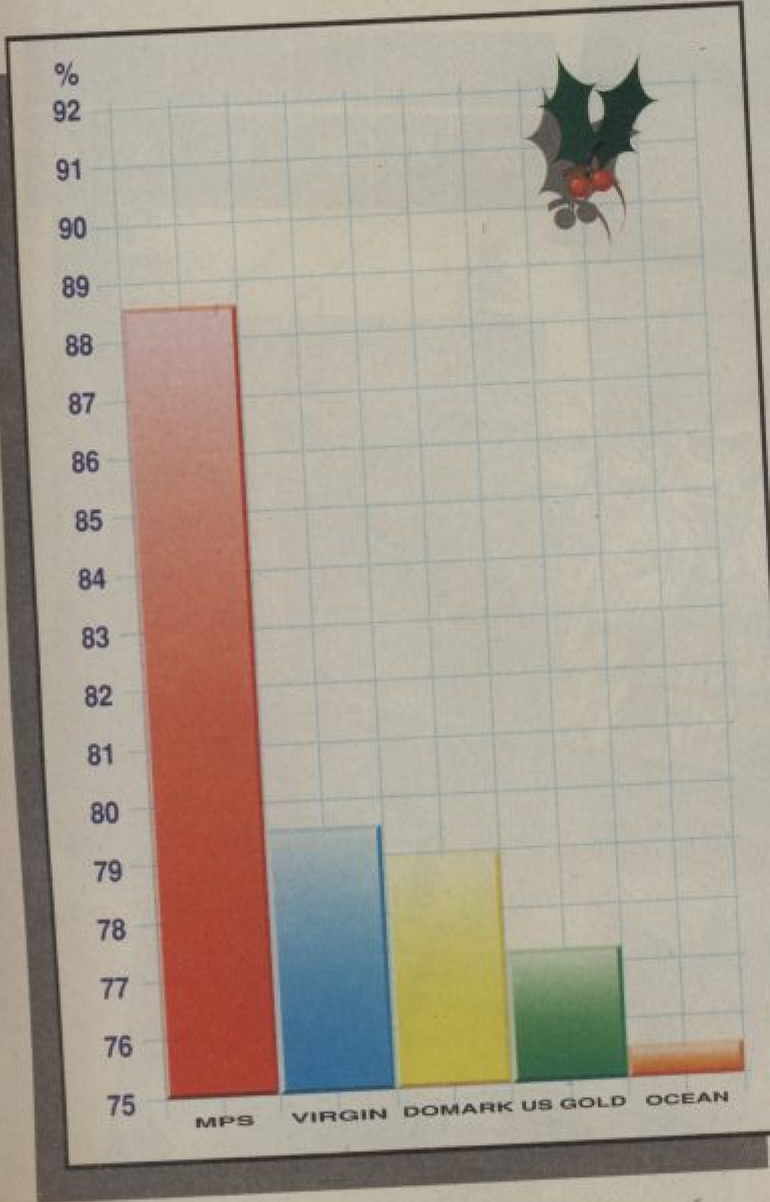
If you plan to use your computer to escape from the relatives, avoid the repeats on the telly, or just relax over the festive season, you'll be helped by knowing which software is worth *your* time and money.

So how do you tell a Christmas "Turkey" from the year's vintage offerings ?

'Tis the season to be jolly....and also the season in which we suffer from excess; one Sherry or Mince Pie too many; that snog under the mistletoe with your best-friends ugly little sister; actually enjoying the Christmas number 1 record; and looking pleased as you receive another pair of socks from granny.

Christmas sometimes brings out the worst in people, and often brings out the worst in software, as the shops get crammed with games which are poor film licence conversions, and rehashed compilations of five year old "classics". Disappointment is often the result for serious software users; Cow-a-dunga, Roboflop 17, Terminal Relapse, S.L.U.M. Runner; popular for the twelve days of Christmas, but likely to leave you as cold as Boxing Day's Turkey for the rest of the year.

What of the year's vintage offerings ? Which games have set the software shelves alight throughout 1990 ? Which publishers offer you the best of times every month of the year ?



The Proof of the Pudding...

Every computer magazine takes a keen interest in the quality of games published. Every edition is packed with reviews, comments, and marks out of ten, aimed at making your choice easier. Some magazines cover specific computers, others a range of computers, and some every computer. But they all know one thing; How to spot a great game.

One of the UK's leading magazines, "A.C.E.", keeps a monthly check on the marks scored in all the reviews in all of the magazines, to see which publishers' products are receiving acclaim everywhere. The results make interesting reading.

The graph shows the average review mark scored, from Aug - Dec 1990, in *all* magazines, for five top publishers. (Source - Ace Stockmarket).

"The conclusion to be drawn is that MicroProse games provide consistent quality, value, and enjoyment, all year round."

The clear winners are MicroProse, proving to be the most consistent of the publishers surveyed. A list of average marks received by six of their games (remember this is across *all* UK mags) are shown above. All the games rank highly.

Over the page you'll see why...

MIDWINTER

Eleven programmers and researchers worked for four man years to produce the masterpiece billed as "The Strategy Game of the Decade". The reviewers held their breath and then gasped in amazement at what they saw....





"Many games are billed as 'revolutionary', but Midwinter is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb gameplay that sets it apart from other 'classics'. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to kill Masters. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **ST Action** May 90

Midwinter has convinced me for the first time ever that a game can be really clever and incredibly playable. It's an absolutely phenomenal game and there are no phenomenal game and there are no reasons not to buy it. Absolutely stunning." **Zero** March 90

"A landmark in computer entertainment." **The One** Feb 90



"Undoubtedly set to be a classic." **C&VG** March 90

"The most atmospheric, utterly magnificent game I've played, and will play, all year." **ZZAP !** April 90

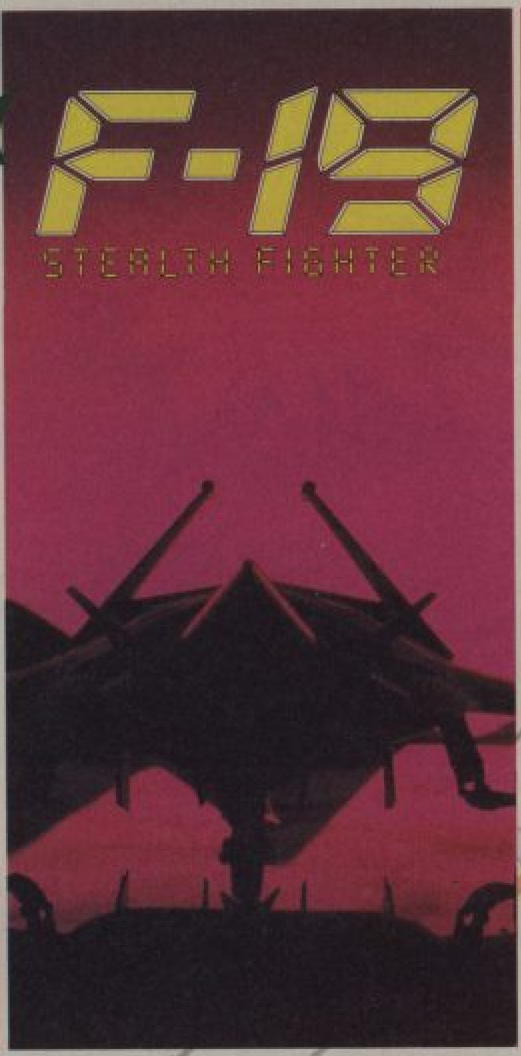
Midwinter tells the story of one islands struggle for survival in a new Ice-Age. Its Gallup chart history is one of triumph - another Number 1. For one hell of a Cool Yule, pit your wits against Midwinter from Rainbird this Christmas.

THE ONE	C&VG	ZERO	ST FORMAT	ZZAP!	ACE
95 %	96 %	94 %	96 %	97 %	948

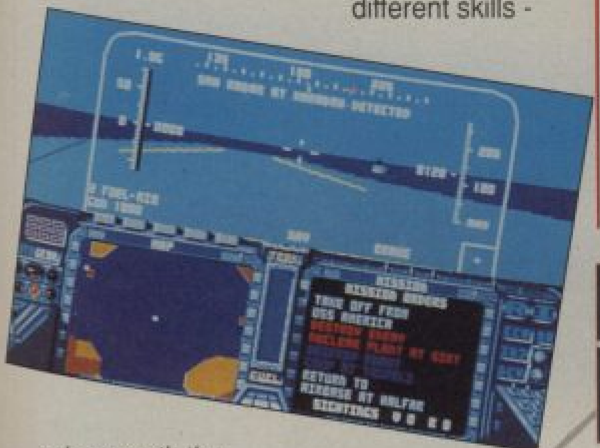


Available from Rainbird on:
Commodore Amiga £ 29.99
Atari ST £ 29.99
IBM PC Compatibles £ 34.99

It's 30 feet wide, 59 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers spilt the beans about the F-19 Stealth Fighter.....

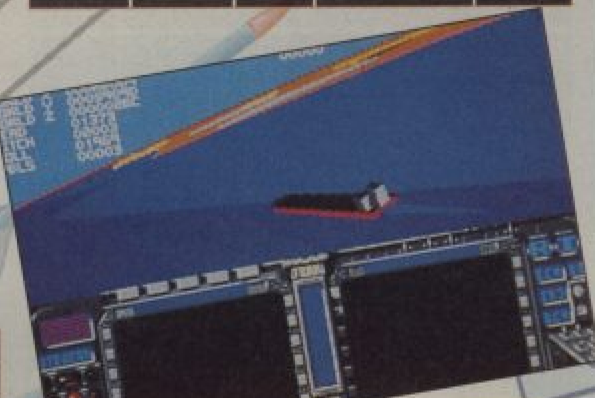


"Fast smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission territories, cold war, conventional and limited war situations plus the selection of available options translate into a huge number of different missions - each with its own level of enemies, radar installations and alerted bases to face. Flying a successful operation draws on a variety of different skills -



radar negotiation, bombing accuracy, air-to-air improvisation and plane handling skills. Presentation, right down to the expansive manual, is impeccable throughout. For strategic depth and variety of gameplay, there's very little to touch it."
The One July 90

ACE	C&VG	C.U.	AMIGA FORMAT	ZZAP!
935	92 %	94 %	91 %	90 %



"F-19 is the business. It deals with state-of-the-art kit and is a state-of-the-art sim. *Stealth* is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game." **Amiga Format** Nov 90

"This definitely has to be one of the best, if not THE greatest flight sim out !" **C.&V.G.** Oct 90



F-19 Stealth Fighter justified the reviewers praise by soaring to the top of the Gallup charts. This is one fighter that they can't keep under wraps. If you're looking for *the* best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.

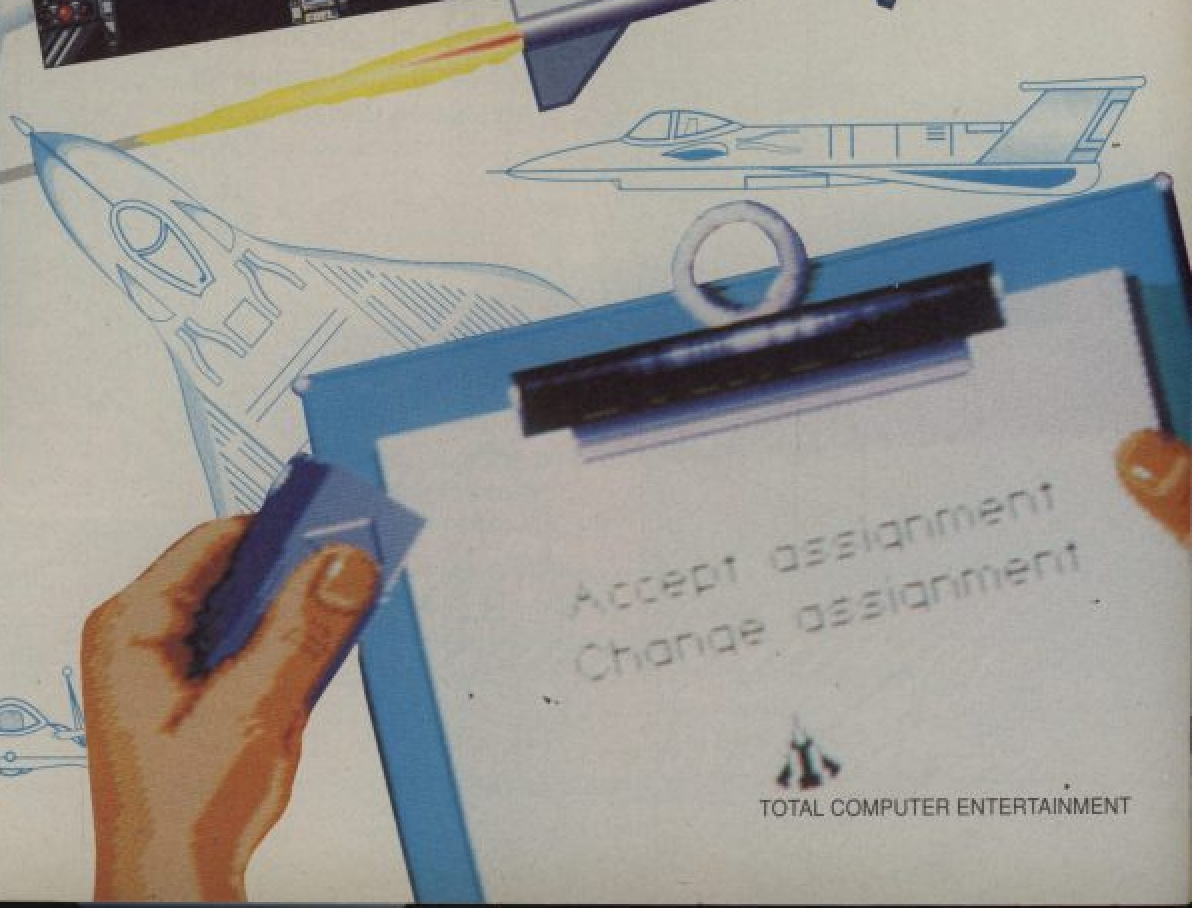
Other great games of 1990 include

Simulcra...Silent Service II
M1 Tank Platoon
International Soccer Challenge
Pirates... Red Storm Rising
Railroad Tycoon...Tower of Babel
Fire & Brimstone

Coming from MicroProse in 1991

Midwinter II
Gunship 2000....Darklands
Knights of the Sky
Railroad Tycoon
Lightspeed....Covert Action
Starlord....F 15 Strike Eagle II
Grand Prix.....Betrayal
and many, many more.

Available from MicroProse on:
Commodore Amiga £ 29.99
Atari ST £ 29.99
IBM PC Compatibles £ 39.99



RICK DANGEROUS 2

Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthly adventure not enough, he shoots off into space in Rick II, continuing his quest to overcome the Fat Man.

Did the reviewers welcome Rick returning "in a Flash"? You bet your life on it....

"By now, Rick Dangerous has earned its place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and its even better than the original. The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange!). Even if you haven't played the original game (where have you been ?) Rick Dangerous II is well worth a generous slab of any game-player's time. But a generous slab could have you sitting in front of your computer for days without rest. You have been warned....but buy it anyway." **Amiga Format** Nov 90

"*RD II* is a compulsive game.



When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games." **Amstrad Action** Nov 90

"The gameplay is superb, involving and addictive. It is the sheer volume of challenge and entertainment in this game that makes it absolute corker." **Raze** Nov 90

AMSTRAD ACTION	RAZE	C&VG	AMIGA FORMAT	YOUR SINCLAIR	CRASH
97%	91%	90%	92%	90%	90%

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat turtles for brekkie on Christmas Day.





Santa should be able to find these games in any good software store. He can find **MicroProse** at Unit 1, Hampton Rd Industrial Estate, Tetbury, Glos, or by telephone on 0666-504326.

Available from MicroStyle on:
Commodore Amiga £ 24.99
Atari ST £ 24.99
IBM PC Compatible £ 24.99
C64, Spectrum and Amstrad (disk) £ 14.99 (cass) £ 9.99

REVIEW

UPDATE

Versions for Amiga, ST, PC and C64 should be out at this moment. These all have a save-position facility, which the Spectrum and Amstrad ones don't. The Amiga version has been significantly improved from the original US version, and is now on a single disk, with less multiloading as well as graphics, sound and gameplay improvements. Watch out for it!



▲ *April again, this time hanging out with Raphael!*

▼ *Michaelangelo struts his funky thang.*



▼ *Leonardo uses his cunning turtle swimming skills...*



SPECTRUM £12.99

This version (and the Amstrad version, actually) were programmed by the team behind Savage and Dan Dare III, so it uses lashings of colour very well. The sprites aren't quite so nice as the Amstrad version's, but the gameplay is just great. Guaranteed to please Turtles fans across the nation!

OVERALL 85%

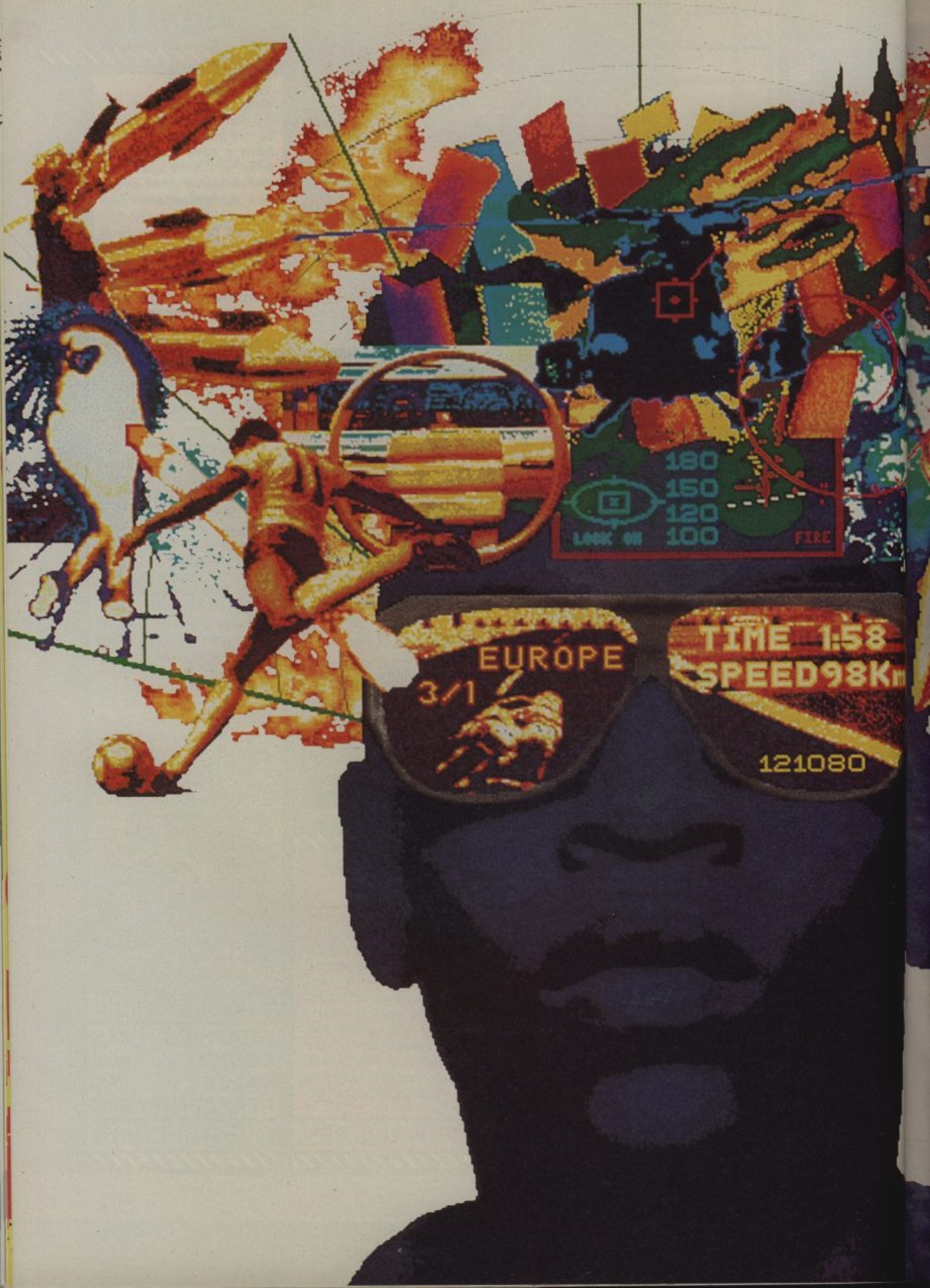
AMSTRAD £12.99

I have to say I was a bit disappointed with the American Amiga Turtles game when we saw it a few months back, and so I didn't expect great things of the Image Works conversions of the same game. However, I'm quite gobsmacked by this Amstrad version! It's not the most original or ambitious of game concepts, but it's surprisingly good fun to play. The platforming/beat 'em up action is good enough, but the ability to flip between different characters provides the essential Turtle teamwork element. The above-ground graphics are a bit weedy, but the platforming sections are very well-drawn - big, colourful sprites, all nicely animated, and the Turtles' masks are even the correct colours! Even if you're not the world's most manic Turtles fan (I'm not), you may well find yourself pleasantly surprised by this excellent licence, which deserves to sell like hot cakes.

PAUL GLANCEY

GRAPHICS	84%
SOUND	40%
VALUE	85%
PLAYABILITY	88%

OVERALL 88%



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150
120
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TIME 1:58
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(BUDGET)

IRON TRACKER

SMASH 16

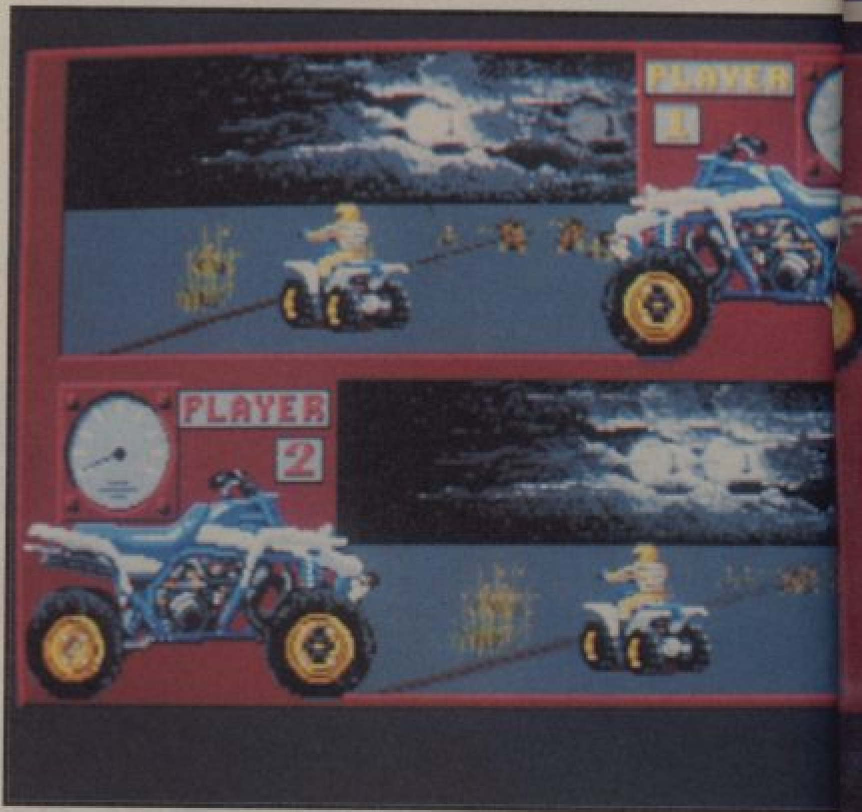
It is the near future. The Earth is now suffering the effects of a nuclear holocaust, and has become a world where only the roughest and toughest can survive. The only form of transport is the quad bike, a powerful four wheeled beast with a heart of steel. To get from city to ruined city, the hardest of wheeled warriors must race against both mutated organic and man-made traps, urban warriors, police and other hazards in order to complete your mission. And quite frankly, m'dear, I just don't give a damn, not when a game's as bad as this!

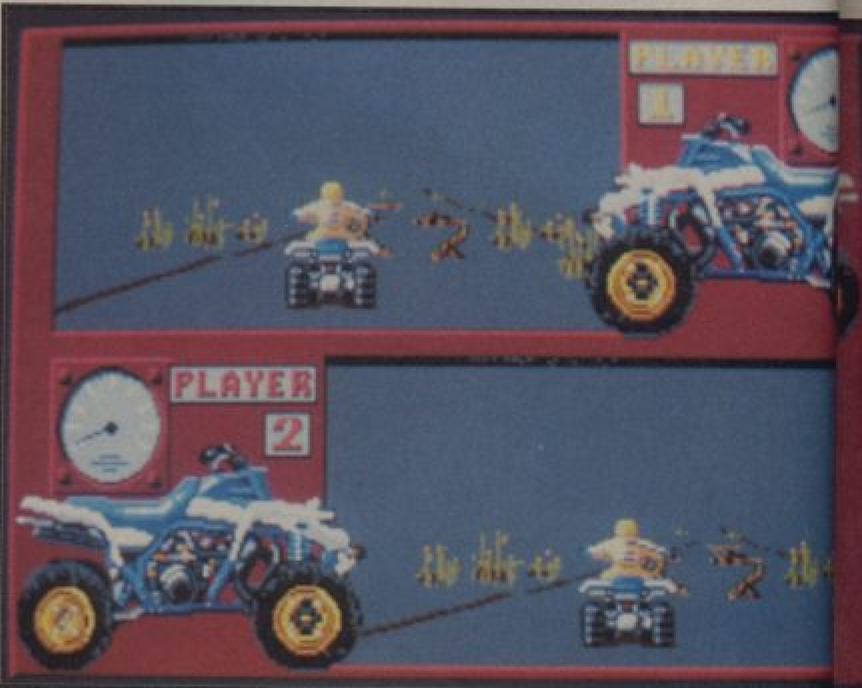
The graphics are plain, jerky and dull, the sound is enough to have you reaching for the volume switch in mere moments and the overall playability is enough to drive anyone completely up the wall. Dull, boring and naff, Iron Tracker would be better off left on the shelf.

ST
£4.99

Even if you're desperate for a 16 bit budget racer, you'd be better off completely ignoring this, even for a fiver.

OVERALL 39%



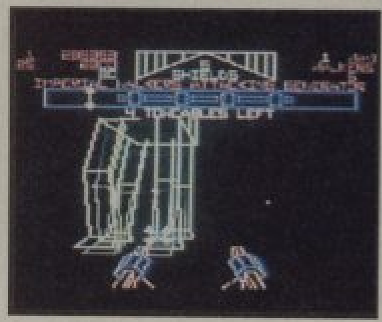


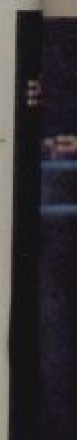
THE EMPIRE STRIKES BACK

HIT SQUAD

Last month, the C64 budget re-release of Star Wars got the thumbs down, due to the fact that the machine isn't well-suited to handling fast vector graphics. Now its coin-op and movie sequel comes under the hammer - and the same problems rear their ugly heads once more. The game itself is set over four levels - firstly at the controls of a Rebel snow-speeder, blasting a set number of Imperial Probe Droids before they can inform the Empire of the Rebels' whereabouts, then against Imperial Walkers, which are trying to stop the Rebels evacuating the ice world of Hoth. That's followed by a space battle in the Millennium Falcon, avoiding attacking TIE fighters, and finally it's into an asteroid field in order to escape. Then you've got to do the whole thing over again!

The problem with this game is three-fold: firstly, it's too similar to Star Wars; secondly, it's far too simplistic and repetitive and finally, the whole thing plays like a snail in treacle. Quite frankly, even if you're a Star Wars nut, you'd be better off splashing out three quid on something else.



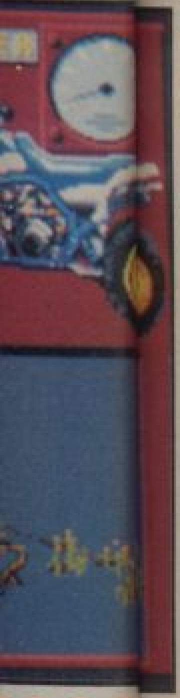


C64
£2.99

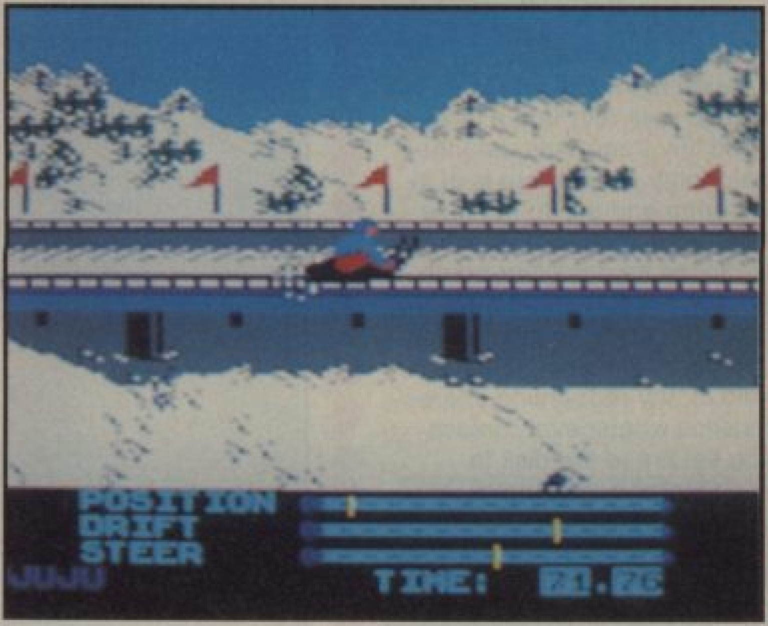
Slow, boring, repetitive, and not the fast action-packed game you'd expect. Save your wonga.

OVERALL 42%









THE GAMES: WINTER EDITION

KIXX

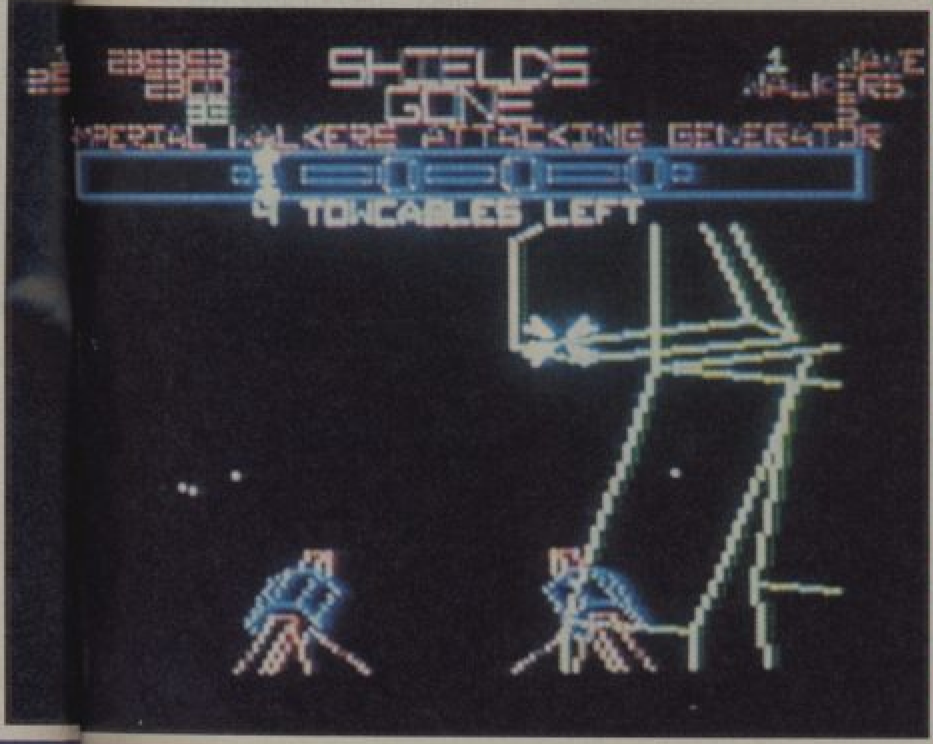
This sequel to Epyx's original Winter Games enters the player for seven snow-bound sports, namely, the Luge (a suicidal bobsled run), figure skating, speed skating, downhill, slalom and cross-country skiing, and the ski jump. Up to eight people can compete for the coveted gold medal.

This episode in the series wasn't programmed by Epyx's original Games team, and it shows in all the versions. The graphics are decent in most respects, although the sprites do tend to look a little deformed from time to time. However, the overall feel of the game is a little slow, a factor which can be downright infuriating when you've got about 0.02 of a second to complete the Luge run, and the response time isn't fast enough to stop you hurtling into a wall! Overall, a not-too-bad game, but the playability just isn't there in the same quantities to the likes of Summer Games II, World Games, and California Games.

AMSTRAD
£2.99

A fairly decent collection of wintry sports at a pretty good price, but try before you buy.

OVERALL 81%



R-TYPE

HIT SQUAD

When this first hit the streets two years ago, the world and his wife were, to put it mildly, gob-smacked to see a brilliant Irem coin-op translated so well onto the humble Speccy. Now it's getting a new lease of life as a budget re-release, and it's all the more brilliant for it.

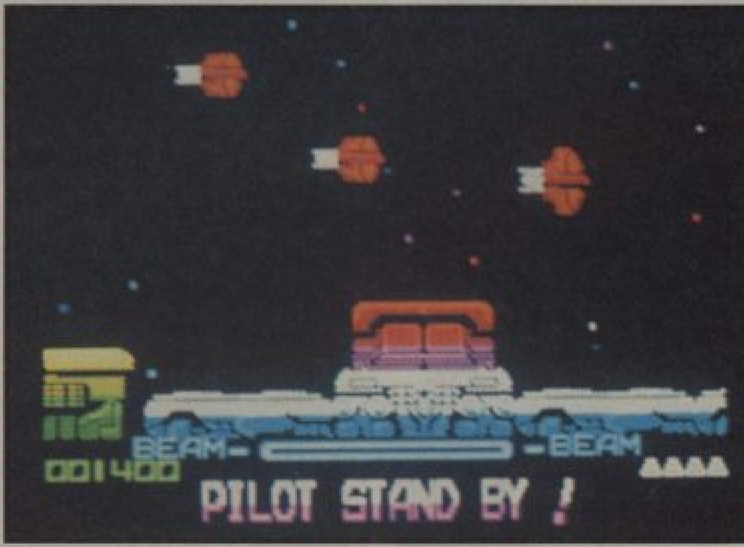
It's a horizontally-scrolling shooter, with bags of power-up weapons, a drone which can be attached to both the front and rear of the ship, and loads of horrible aliens to blast, all in glorious technicolour! Yes, indeed, folks - tons of colour, with the minimum of attribute clash! Okay, it's got a rather naff multi-loader, but with a game that's as addictive and playable as this, such things can be overlooked. As far as this conversion's concerned, if you didn't go out and purchase it then, get it now!

SPECTRUM
£2.99

A great conversion, and at the magic price, too! Purchase immediately!

OVERALL 93%







(BUDGET)

MIG 29
CODE MASTERS

Oh my goodness, those naughty capitalist Americans have invaded! Time to unleash the MiG-29 interceptor and blow away those evil Yankees! Unfortunately Code Masters' attempt to create a budget version of Afterburner is sadly lacking in just about every department.

The graphics are seriously duff with little or no animation, and the plane looks as if it should go on a diet! The sound is dreadful, and enough to inspire you to smash your telly into a thousand tiny fragments, and the gameplay (what there is of it) is boring and dull to the max. Even with such "amazing" weapons as a nuclear bomb (cleverly represented by a blob with an "H" written on it), this game is completely devoid of any redeeming characteristics whatsoever, unless you set fire to the disk to keep warm during the long winter months!

AMIGA
£6.99

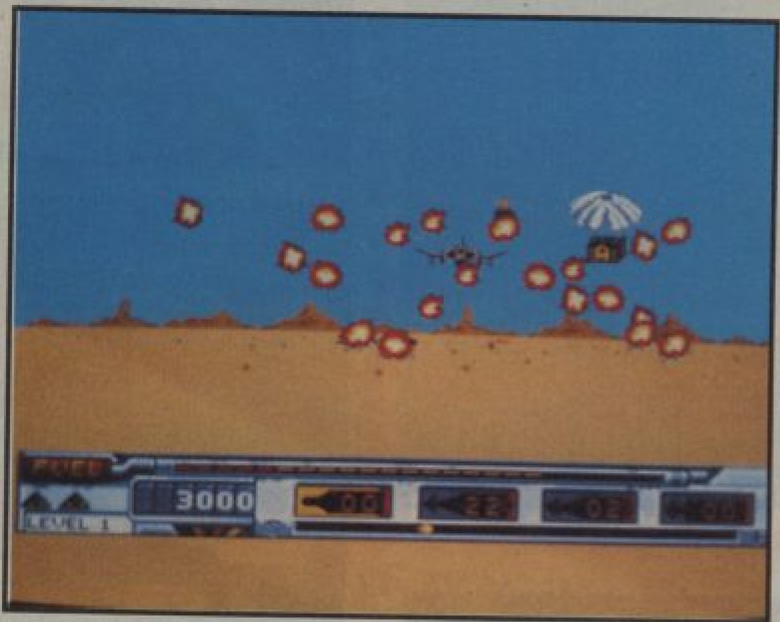
Bleeurgh! MiG-29 is an absolute travesty of a game, and certainly not worth the seven quid asking price!

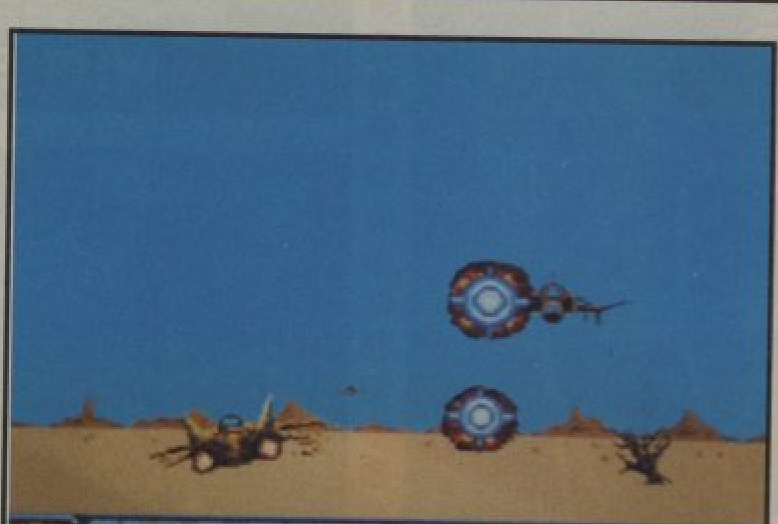
OVERALL 20%

ST
£6.99

Just as crap as the Amiga version, if not more so! Leave it well alone, unless you enjoy flushing your money down the loo.

OVERALL 19%

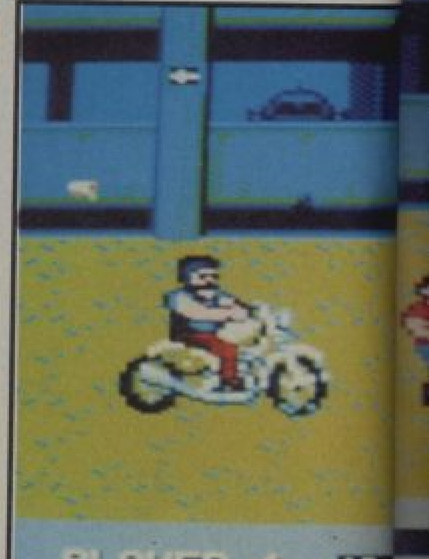






TARGET RENEGADE
HIT SQUAD

After the original Renegade coin-op was successfully converted to home computers, Ocean took a few liberties with the license, and released this, the second in the Renegade trilogy. As you might have guessed, it's a beat 'em up set across the five levels that make up Scumville, an urban jungle infested with the worst lowlifes you could imagine. The aim of the game is simple - duff up everybody and everything whilst keeping your own skin intact. The Amstrad version



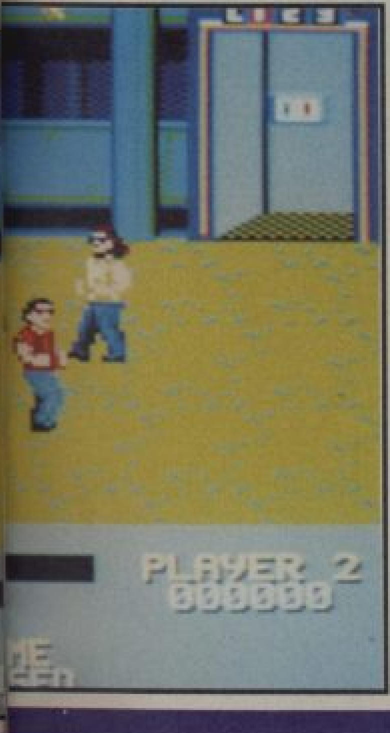


AMSTRAD
£2.99

A dashed good game, and, as a budget re-release, Target Renegade should be snapped up at the first opportunity.

OVERALL 90%

of the original was little short of excellent, and Target Renegade carries on the tradition in fine form, with large, colourful sprites and addictive fumpin' fun, and for the budget price, you can't do better for a budget beat 'em up. If fighting's your fing - er, thing, grab it quick.



TARGHAN

ACTION 16

When this was first released, the general consensus of opinion was a resounding yawn. Now Tar-

quite frankly, it's still as uninteresting now as it ever was, even for a fiver. It's yer basic everyday hack 'n slash, with a smidgen of puzzle solving thrown in. The beefcake hero leaps around mashing demons of darkness to a pulp with a mere flex of his biceps. The graphics are okay, and some of the backdrops are very well drawn indeed, but the animation is lacking in a lot of ways, with sprites jerk-

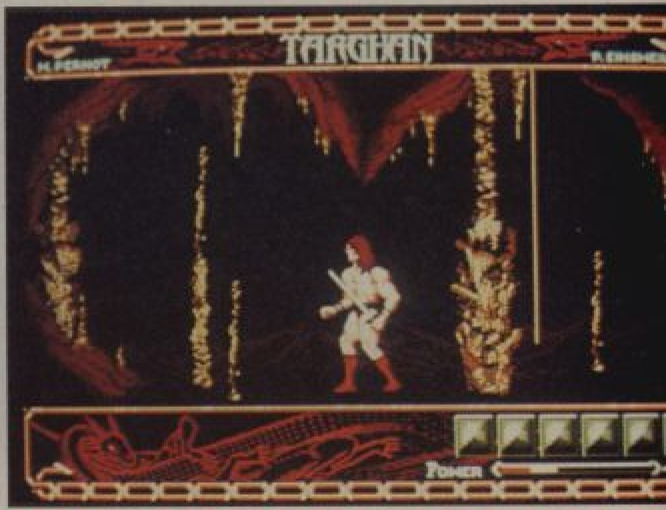
cabre breakdancers (remember those?), and the sound is reasonable, but a little sparse. Essentially, Targhan can be summed up in one word - boring.

ST
£4.99

Pretty yawnsome all round. Not the best of sword-slingers to start with, so pocket that fiver and spend it on something worthwhile.

OVERALL 55%





RUN THE GAUNTLET

HIT SQUAD

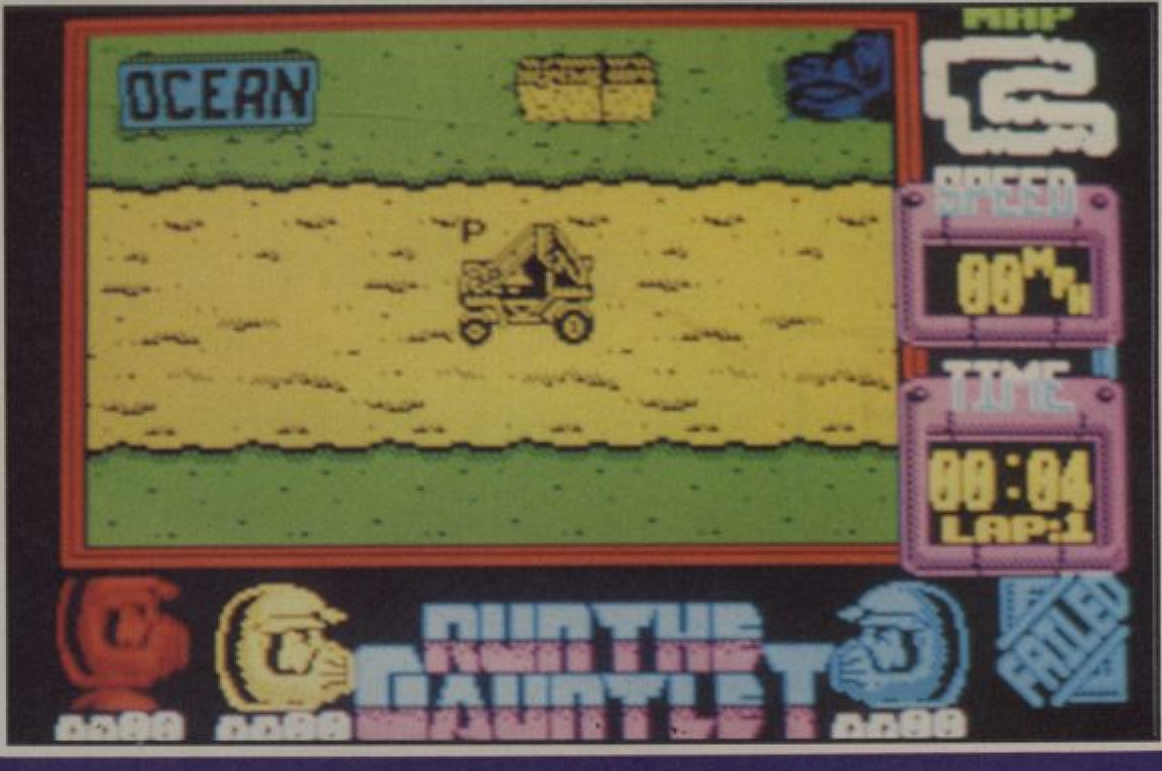
Remember this, the "all-action" version of the Krypton Factor's assault course, presented by Martin "Mophead" Shaw? Well, when it was converted to computer about two years ago, both 16 and 8 bit formats had a mixed reception, but for a measly three quidlets, it's a much more attractive purchase.

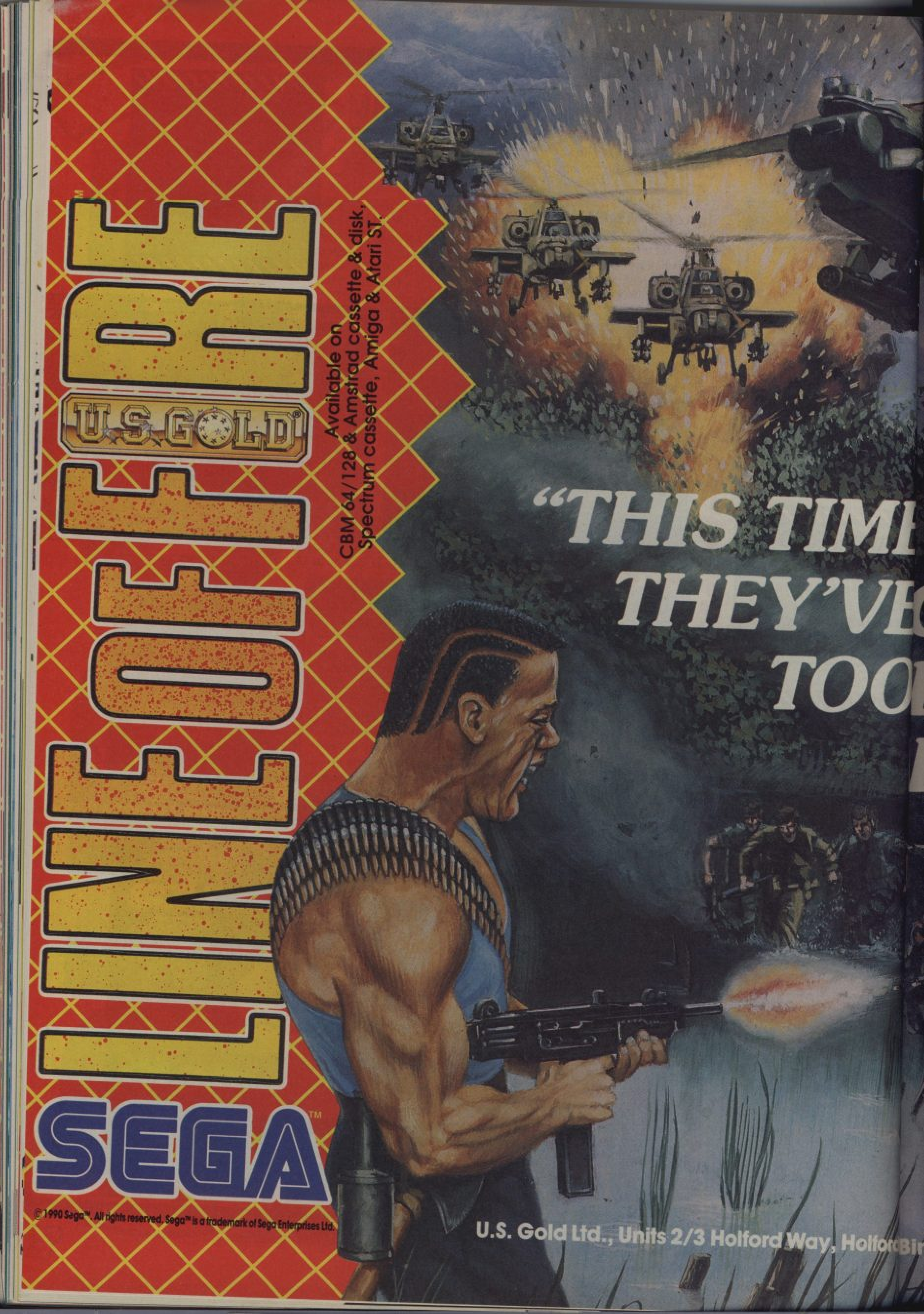
The idea is this. Three races (be they land, sea-based or on The Hill - an unforgiving assault course!) are selected at random, for the player to participate in, and the aim is simply to earn as many points as possible by winning the races. Run the Gauntlet was a pretty decent TV show, and the game is just as good. However, even with lots of vehicles to race about on, the gameplay for each event is basically the same, so everything gets a bit boring after a while.

C64
£2.99

An interesting sports game which is pretty good value for three sovs. Check it out.

OVERALL 77%





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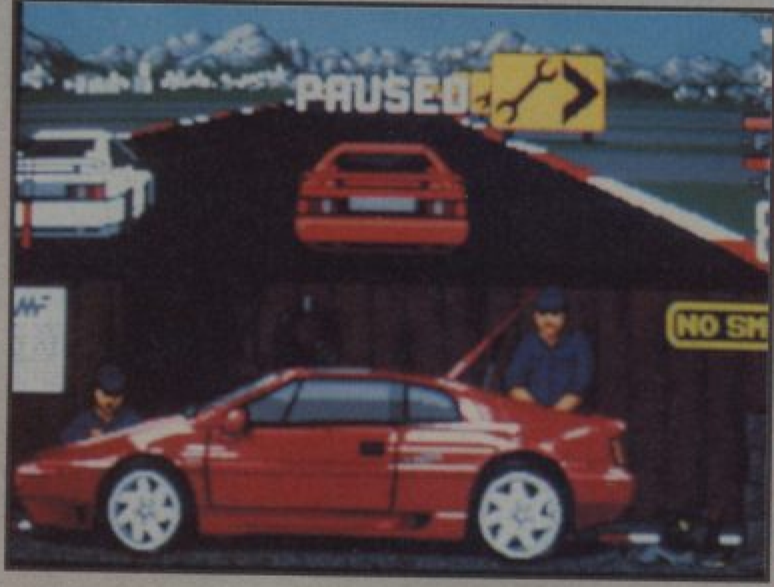
LOTUS TURBO ESPRIT CHALLENGE

GREMLIN

Put yourself behind the wheel of a super turbo-powered Lotus Turbo Esprit with the ST conversion of Gremlin's HIT!-rated road racer. The gameplay's pretty straightforward. There are three levels of championship frolics on offer, each with a different number of tracks and hazards. Your objective is to win each race (or failing that remain in the top ten to qualify for the next race).

Lotus's greatest asset was undoubtedly the split-screen Pit Stop 2-style gameplay, and this remains intact on this ST conversion. Unfortunately the graphics seem to have been trimmed down quite a bit, especially in the trackside hazard and road detail departments, and the sound effects and music can only be described as adequate.

Lotus still contains the dynamic addictive nature of the Amiga game and still crosses the line as an unbeatable road racer which more than deserves a place in your software collection.



ST
£24.99

One of the greatest ST road racers available, unbeatable in two player mode.

OVERALL 89%

BADLANDS

DOMARK

Welcome to the future of hot-rod racing with Badlands. Here, boy racers of the future take to eight shell-shocked wastelands and burn as much rubber as is humanly possible. But racing isn't the limit of participants' activities, as each Badlands racer has an in-built machine gun and optional rocket launchers! There are also wrenches scattered about the track which are swappable in the shop for extra weaponry, speed, tyres and shields.

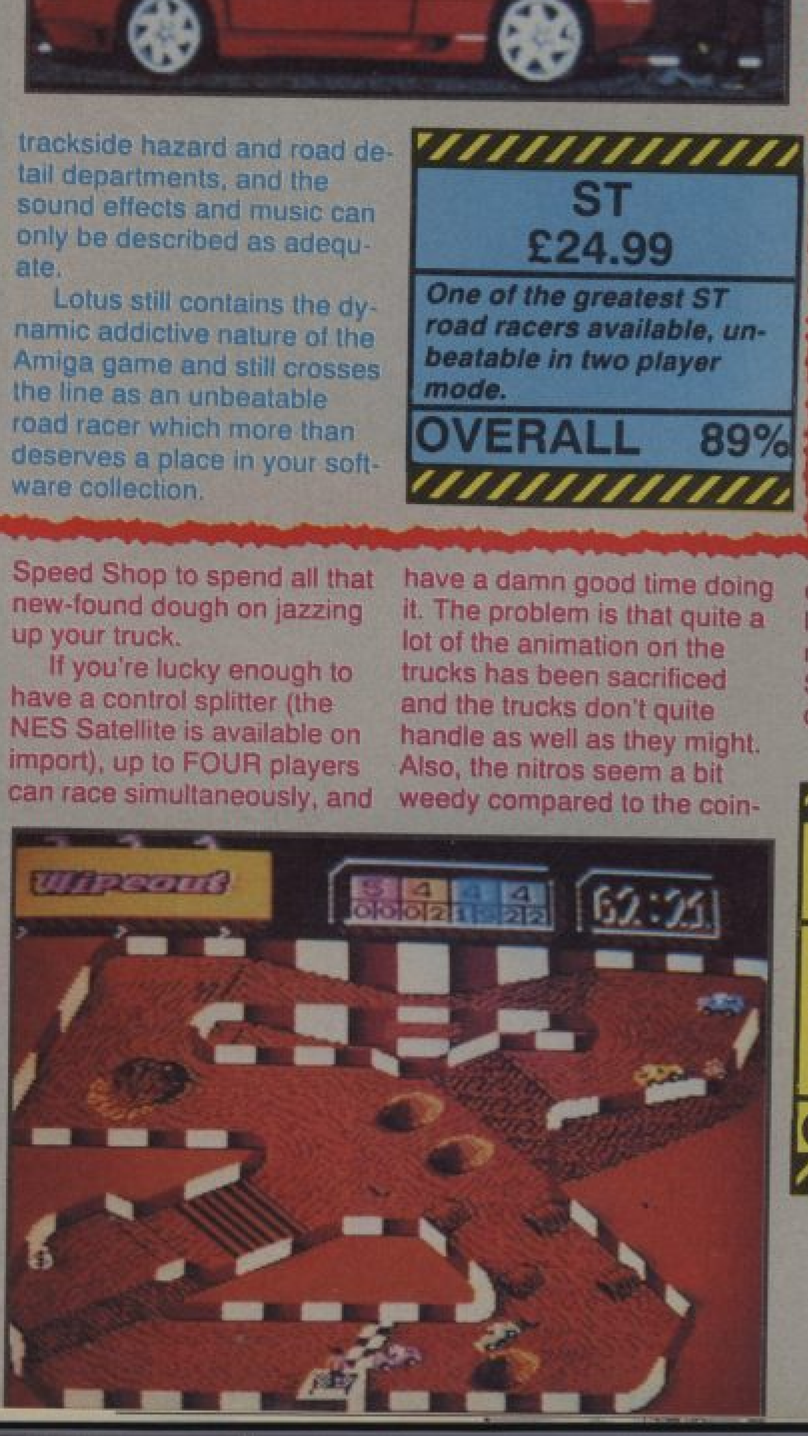
Unfortunately, the C64 version is noticeably slower than its coin-op and 16-bit cousins so it isn't quite as playable, and it seems that a lot of the thrills and spills of the original just aren't present in this conversion. With the likes of Ivan "Ironman" Stewart's Off Road Racing looking good on all formats, Badlands looks decidedly average.

SUPER OFF ROAD

NINTENDO

Super Off Road went down a storm with C+VG back in October and now we've managed to get our grubby mitts on the NES version and we're quite impressed! The aim is simply to take your 4x4 Off Road truck for a spin around eight different torturous tracks with the express purpose of beating the opposition and winning lots of lovely prize lolly. After each race it's off to the "Ironman" Speed Shop to spend all that new-found dough on jazzing up your truck.

If you're lucky enough to have a control splitter (the NES Satellite is available on import), up to FOUR players can race simultaneously, and have a damn good time doing it. The problem is that quite a lot of the animation on the trucks has been sacrificed and the trucks don't quite handle as well as they might. Also, the nitros seem a bit weedy compared to the coin-op. Still, there's a decided lack of quality Super Sprint racers on the Nintendo and Super Off Road fits the bill quite nicely.



NINTENDO
£29.95

Pretty decent racer marred only by slightly strange gameplay. Check it out nevertheless.

OVERALL 84%

SPIDERMAN
ENTERTAINMENT INTERNATIONAL

Mysterio's made off with Spidey's missus, so it's time for the web-slinging superhero to make his way to both the girl and the day! We gave the Amiga version of Spider-Man the critical eye last issue and it came out rather well with 87% and a prestigious C+VG HIT!

Now we've cast our beady eyes over both the ST and the C64 versions and we're glad to report that they're both exactly the same as the Amiga version! Yes, all the addictive (albeit rather old-fashioned) platform-based gameplay that made the Amiga version feel so good has been transferred extremely well to both machines, and the sheer enormity of the quest should keep you hooked for weeks. Check it out.

C64
£9.99
A single load and it's just as good as the 16-bit game! Seek and purchase - NOW!
OVERALL 87%

ST
£24.99
Very playable, very addictive arcade adventure. Recommended without delay!
OVERALL 87%



C64
£9.99
Not a total travesty, but Badlands is a bit too slow and in a racing game, speed is all-important.
OVERALL 68%

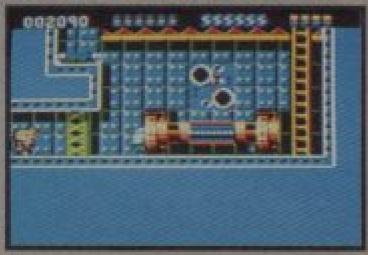




RICK DANGEROUS 2
MICROSTYLE

He's back in a flash! Rick Dangerous, square-jawed hunk and all-round hero is back after a little holiday to foil yet more evil plans courtesy of the Fat Man. This time he's got together with some xenomorph marauders and is threatening to take over the world! Rick has five levels of platform frolics to negotiate, that take him from Hyde Park in London to the Fat Man's lair in deepest Barf (that's where all the aliens have come from, by the way).

When Rob first caught sight of the ST version he was mightily impressed, dishing out a colossal 90%. Now, all of the other versions have arrived and they're just as good. Featuring brilliant visuals, decent sound and extremely addictive gameplay, Rick Dangerous 2 is something of an essential purchase.



C64
£9.99
Graphics are a bit blocky, but all the gameplay remains intact. Put this on your shopping list or feel very stupid indeed.
OVERALL 90%

AMIGA
£24.99
A classic sequel that more than improves on the original. Rick Dangerous 2 is £24.99 well spent.
OVERALL 90%

SPECTRUM
£9.99
Loadsa colour and hyper-addictive action make this a must-buy! Go get it!
OVERALL 90%

AMSTRAD
£9.99
Just as good as the 16-bit game, with a near-decent soundtrack thrown in for good measure!
OVERALL 90%

SUBBUTEO
ELECTRONIC ZOO

Subbuteo! Oi! Oi! Oi! Oi! Yes, that perennial favourite - table-top, cloth-bound soccer action is now yours for the taking but on your trusty computer. Subbuteo on the 8-bits is much the same caper as the 16-bit game reviewed in the November issue, but the 3D rotating pitch has been replaced by an overhead 2D view. Instead of the usual soccer-type computer action, the gameplay follows Subbuteo rules to the letter. You know, moving one player at once by choosing a direction and "flicking" it.

This is hardly exciting stuff by any stretch of the imagination. The pace is slow and tedious and with the overhead viewpoint it's as if you're just controlling a team of coloured circles rather than the distinctive plastic players. You'd be better advised to save up those shekels either for a better soccer game (and there are plenty of those about) or buy the real thing instead.

SPECTRUM
£9.99
Quite a colourful game, but the action is slow and unrewarding. Avoid.
OVERALL 64%

C64
£9.99
Not really that much difference from the Spectrum game. Add Microprose Soccer or Emlyn Hughes to your collection instead.
OVERALL 64%




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AWESOME

BY PSYGNOSIS

Looks like there's trouble in the Octario system. A band of vicious aliens have pooled their Esso Tiger Tokens and cashed them in for a Promethean cannon, a weapon so powerful that one shot can destroy an entire galaxy!

Time to high-tail it out of there, you might think, but you haven't got enough go-juice in your fuel tanks to propel you out of the blast zone. However, the Octarions have offered to give you some fuel if you complete a few tasks for them.

A typical mission is split into three sections. First off you travel towards your destination, blasting any enemy convoys and asteroid belts that get in your way. This is displayed in overhead rotate-o-vision (a bit like US Gold's Rotox and Operation Harrier but all done out in sprites).

After that you boosts down to the planet in the ship's shuttle, and kill any pirates and weird Space Dragons that get in the way. This section takes the form of a very speedy Space Harrier-style 3D shoot-out with vast monsters whizzing in and out of the screen.

When you finally land, the heat is well-and-truly on as you land on the planet and run about the landscape looking for the trading centre, where goods are sold, weapons bought, and the next mission and destination are chosen. Make sure you get there before the timer ticks down or it'll be the worse for you!

▼ *Super-chunky 3D graphics*





▲ *Insane blasting malarkey - with free T-shirt!*

UPDATE

Psygnosis plan to release a similar ST version in December, which will emulate the Amiga game as far as possible. How will the graphics and sound compare? Watch out for the update, next issue!

AMIGA
£34.95

Make no mistake: graphically and sonically Awesome is totally, um, awesome! The amazing super-smooth graphics and superb animation are backed with a number of funky soft-metal soundtracks, but as wise man often say, "Good graphics and sonics alone do not a good game make". All of the various sub-games are polished and playable, but none have any real depth and although Psygnosis have tried to keep disk accessing to a minimum, it's still a right royal pain in the jacksie. The option to minimize access by turning the sound off is a bit of a non-starter - how about just one atmospheric soundtrack that always stays in memory instead? Any road up, I had a good few hours of fun with Awesome but after that, even the nice graphics weren't enough to keep me playing. It's another tremendously stylish package from Psygnosis, but as far as gameplay goes, Awesome is a little disappointing.

RICHARD LEADBETTER

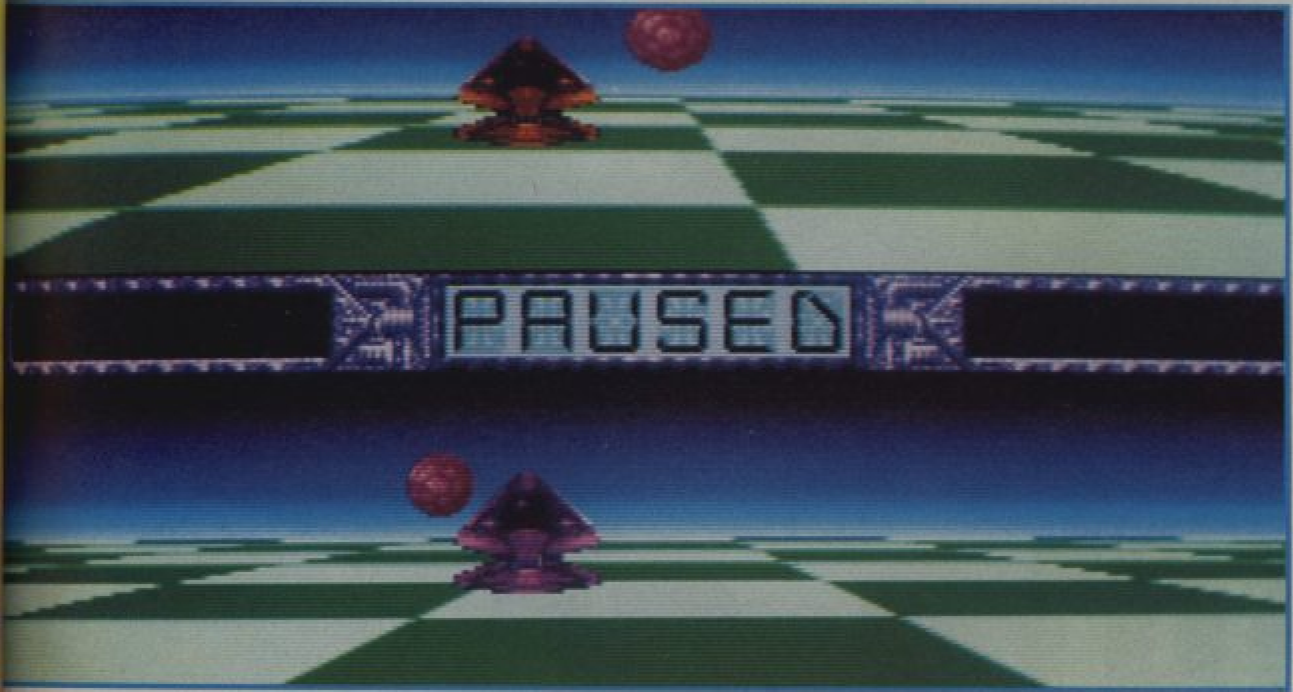
GRAPHICS	93%
SOUND	92%
VALUE	82%
PLAYABILITY	80%
OVERALL	81%


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▶AMIGA

REVIEW

MASTERBLASTER



▲ *A terrifying face-to-face confrontation...*

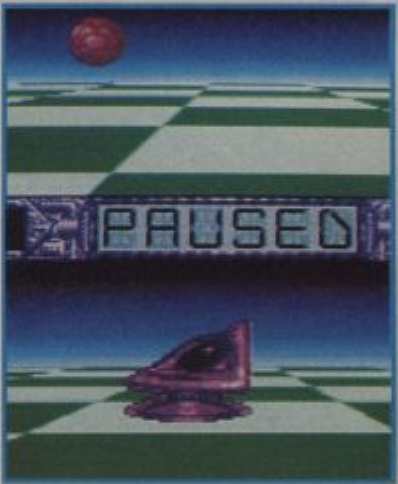
BY RAINBOW ARTS

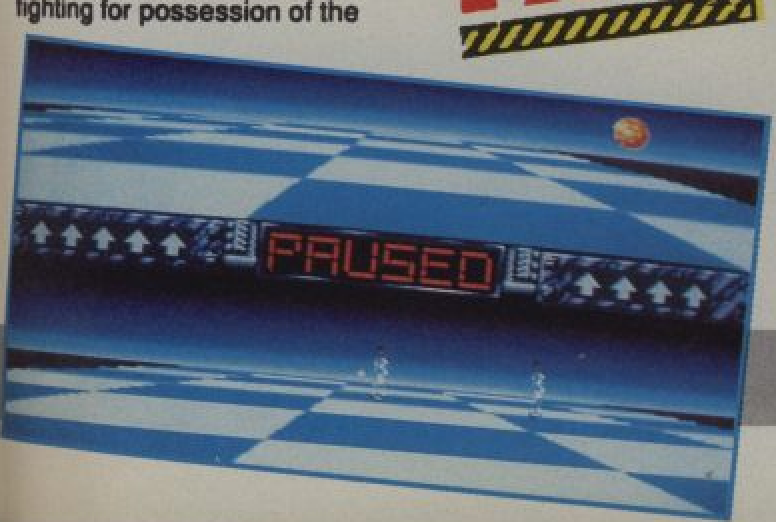
Back in the heady days of 1984, Lucasfilm released a game that would have a profound effect on games to come - Ballblazer. Now, six years later, Rainbow Arts have resurrected this classic for 16 bit owners. The result - Masterblazer!

The basic idea is a one-on-one sport, each player (be they either human or computer) takes control of a Rotofoil, a nippy vehicle designed for turning at right-angles in a split second. The playing field is a huge chequered court, with two pairs of mobile goal-beams traversing each end of the field, with each player fighting for possession of the ball - a sphere of plasma energy. To win each game you have to score more goals than your opponent by blasting the ball between his goal-beams.

An additional form of competition (which wasn't featured in Ballblazer) is a Rotofoil race along slalom courses.

C+VG HIT!





UPDATE

Masterblazer should be blazing its way onto an ST and PC near you any day now, and should be almost the same, bar a few colour and sound differences. As far as the 8 bits go, Ballblazer has been knocking around on budget for the Atari XE, C64, Spectrum and Amstrad for some time now.

AMIGA £24.99

It's great to see some old 8 bit classics being jazzed up and transferred to the 16 bits, and Ballblazer is just as playable now (as Masterblazer) as it ever was, if not more so. The speed and reactions of the Rotofoils make the game play very fast indeed, and the 3D graphics reflect this - the checkerboard even anti-aliases to make the edges of the squares look smoother. The original Ballblazer music remains intact, as well as a whole stack of new tunes - all of which are stunning. As a one-player game, the whole thing can be a bit overwhelming, as the computer blasts goals in left, right and centre, but it's still enjoyable, nonetheless. In two player mode, the game really stands out as a super-competitive exercise for the adrenal glands. New options such as the race and the knockout tournament, as well as extras like the demo and Rotofoil blueprint screen, complete the package perfectly, making Masterblazer as much of a classic as the original. Put it on your Christmas list or live to regret it!

ROBERT SWAN

GRAPHICS	88%
SOUND	92%
VALUE	88%
PLAYABILITY	87%

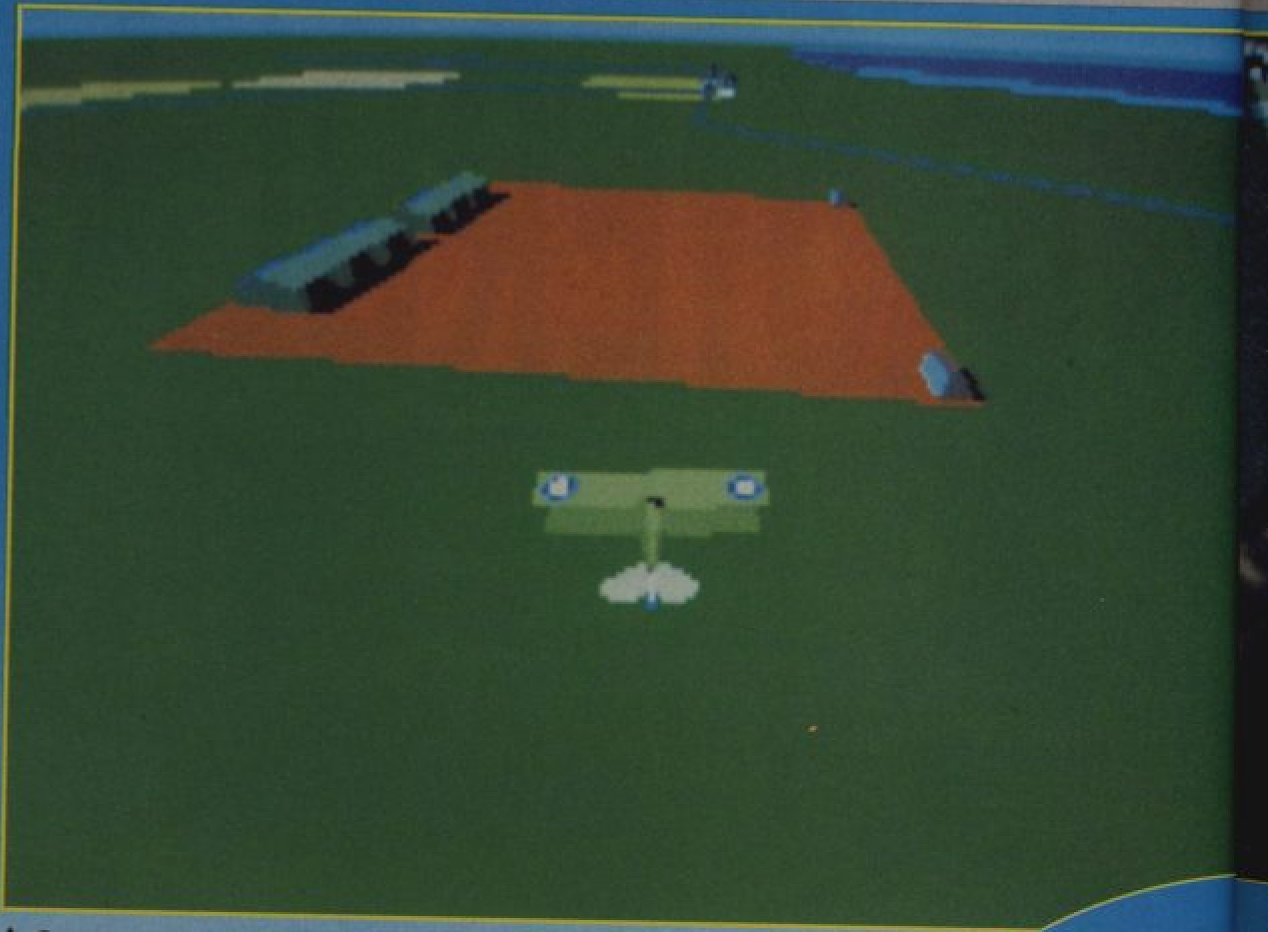
OVERALL 89%

BY MICROPROSE

Having joined up to serve King and Country in the newly-formed Royal Air Force, you are one of many trying to strive for glory in the skies against the Hun in the Great War - and with such names as Richtoffen and Rickenbacker to contend with, yours is not an easy task.

You have the choice of whether or not to tackle any of these airborne warriors, utilising any aircraft at your disposal (including those of the enemy), but if you feel that you're not yet up to the strain of engaging such aces in solo combat, you have the option of choosing an aircraft from the 20 available, just to practise flight skills.

Once suitably prepared, you may begin your career as a pilot properly, with the goal of surviving the war, and having the best record of enemy kills of any pilot - on either side.



▲ *Coming in to land after a successful mission.*

KNIGHTS OF THE SKY



Daily mission assignments give you the chance to fly out into enemy territory, down a few enemy kites - after five, you receive the title of Ace, and in order to be the best, the Ace of Aces, you've got to beat the best - and continuous following of orders will mean an increase in rank, and the eventual command over your own squadron!

Dinner parties, newspaper articles and gossip at the local pub will reveal information as to where enemy Aces are based, and therefore where to engage them. The reverse is also true - jealous German pilots will do their best to locate you, and end your career double-quick.

Flying your crate is no easy thing, as certain aircraft only have a limited flight ceiling, and trying to gain altitude to quick can end up in a rather nasty lack of power to the propellers, resulting in the plane stalling and you taking a nosedive into the dirt! Firing the machine gun's not just a case of aim and shoot, either - it has a rather nasty tendency to get jammed, but a quick thump usually fixes it!

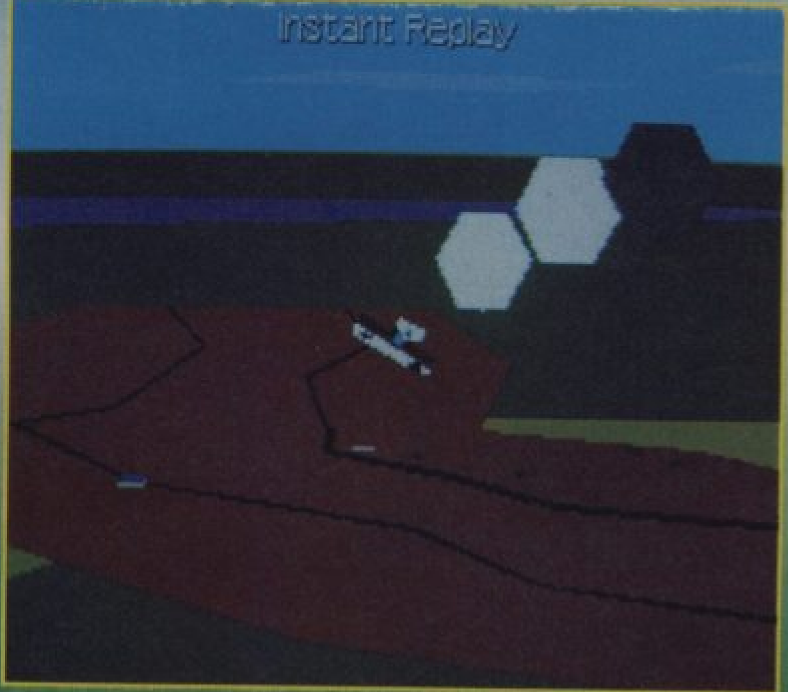
The better you are, the better plane you get - but just remember, the Bosche kites are just as good, if not better, so in the end, it boils down to just one thing - how good a pilot you really are...

C+VG HIT!



▲ The devilish Hun escapes a lead-filled death...





▲ Argghhh! Disaster as the enemy shoot down our hero!



PC
£39.99

I'm a bit fussy when it comes to flight sims , but MicroProse have this tendency to deliver the goods every time, and this is no exception. Knights of the Sky is a sort of antique F-15 Strike Eagle II, and everything from the 3D graphics to the storyline itself gives the impression that more than the usual amount care and attention given to MicroProse games has been put into this. And quite frankly, it's got to rank as one of the best flight sims yet - apart from one thing; you really need a fast PC (anything less than 13 MHz just won't cut the cheese, as the plane suddenly becomes rather uncontrollable) with EGA or VGA graphics - all of which costs a lot of bread before you even consider the game's rather hefty price tag. Knights has a lot of nice touches which all combine to create a great atmosphere which you can really get into. Overall, this is an excellent flight-sim with loads of options, and which is exciting to play. It may be a bit expensive, but if you've a sufficiently powerful machine, this certainly merits your attention.

ROBERT SWAN

GRAPHICS	90%
SOUND	89%
VALUE	83%
PLAYABILITY	87%

OVERALL 88%

UPDATE

Knights of the Sky should be soaring onto the ST and Amiga sometime during the latter part of 1991, and should be around the twenty-five quid mark. The graphics should be similar in most respects, but whether the 3D is as fast remains to be seen. Watch the skies (urgh!) for a review in a future ish.


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Screen shots from Amiga version
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PRINCE OF PERSIA

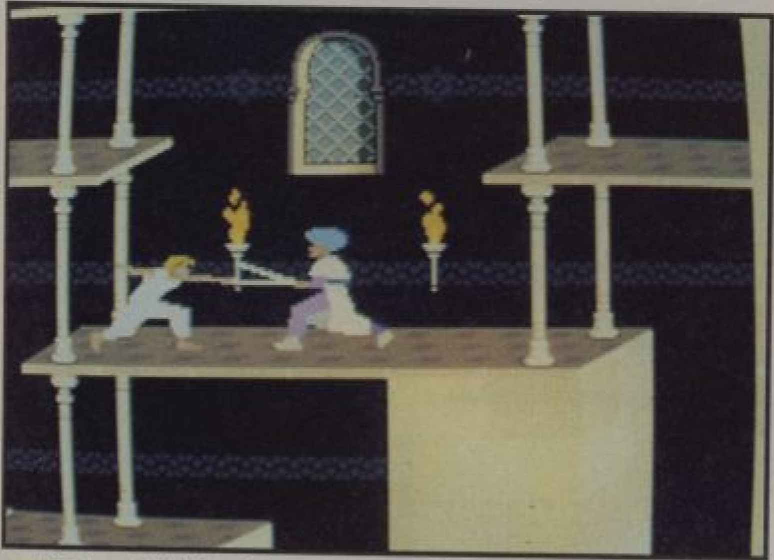
BY DOMARK

The mighty and righteous Sultan of Persia is out of the country at the moment, putting his enemies to the sword. Obviously, Persia can't run itself, so the Sultan has left Grand Vizier Jaffar (not the seedless variety) behind to run the show. Powerful and mighty the Sultan may be, but even he is unaware that Jaffar is a closet megalomaniac who has evil, selfish designs on Persia.

C+VG HIT!



▲ *One of Jaffar's henchmen is put to the blade.*



▼ *A fight to the death in Jaffar's palace.*

His plan for domination involves blackmailing the Sultan's daughter into marrying him, which isn't exactly good news for the player, who adopts the role of a young adventurer who's in love with the princess.

Obviously something has to be done about Jaffar, and you must orchestrate a cunning rescue attempt by infiltrating the flick screen platform palace, negotiating the traps laid by Jaffar (wobbly platforms that give way to a colossal fall or even spikes that suddenly spring out of the ground beneath you!) and disposing of any of his minions that get in the way.

Unfortunately, things aren't quite going to plan. You've been captured and thrown into the dungeons and they've taken all your possessions - even your trusty sword! That's not all - the evil Jaffar has given the Princess one hour to decide whether she'll marry him or not. You simply must rescue her before Jaffar becomes the Prince of Persia...



▼ *The evil Grand Vizier despatches the Undead against our hero!*

UPDATE

Prince of Persia is scheduled appear on the PC by the end of the year, and the ST early next year. Both versions promise to be exactly the same as the fab Amiga game reviewed here.

AMIGA £24.99

Prince of Persia's platforming action reminds me a lot of that old 8-bit classic, Impossible Mission. The other feature this has in common with IM is a superbly animated player sprite - it's extremely lifelike and I defy anyone not to be impressed as the hero jumps, pulls himself over walls, and even clings on for dear life before plummeting down a hole! One of the pleasures of Prince of Persia is discovering its many surprises - watch out for wobbling ceiling tiles because they usually lead to secret rooms. There's only one downer with this otherwise faultless product, and that's the fact that when you die you go all the way back to the beginning of the level - Argghhhh! Still, watching Prince of Persia is like witnessing poetry in motion - playing it is better still!

RICHARD LEADBETTER

GRAPHICS	94%
SOUND	75%
VALUE	91%
PLAYABILITY	92%
OVERALL	90%

Think you're hard, do you? Well, here's something to test your mettle - the ultimate trap, one so deadly it has remained untouched for over five hundred years, created by the evil Shankriya, tyrannical magician king and ruler of vast lands (there's always one, isn't there?).

The trap is set in a multilevel maze, peppered with platforms, traps and nasties galore. Viewed from side-on, your task is to guide the hero, a beefy barbarian with a small dagger and the ability to leap and bound like a hyperactive spring, through the many trials and tribulations that lie before him.

It's not all bad news; dead monsters leave one of three different potions, red for magical weapons, green for spells and blue for curing powers. At any stage the spells can be accessed and used to their best effect, depending on how many potions have been collected.

At the end of each part of the labyrinth, a guardian will be waiting, ready to turn you into a large kebab. Defeat him, and you can move onwards - overcome the entire trap and Shankryia will be overthrown. Failure, however, is a very unpleasant prospect...



▲ In an all-action shot, our hero runs left!

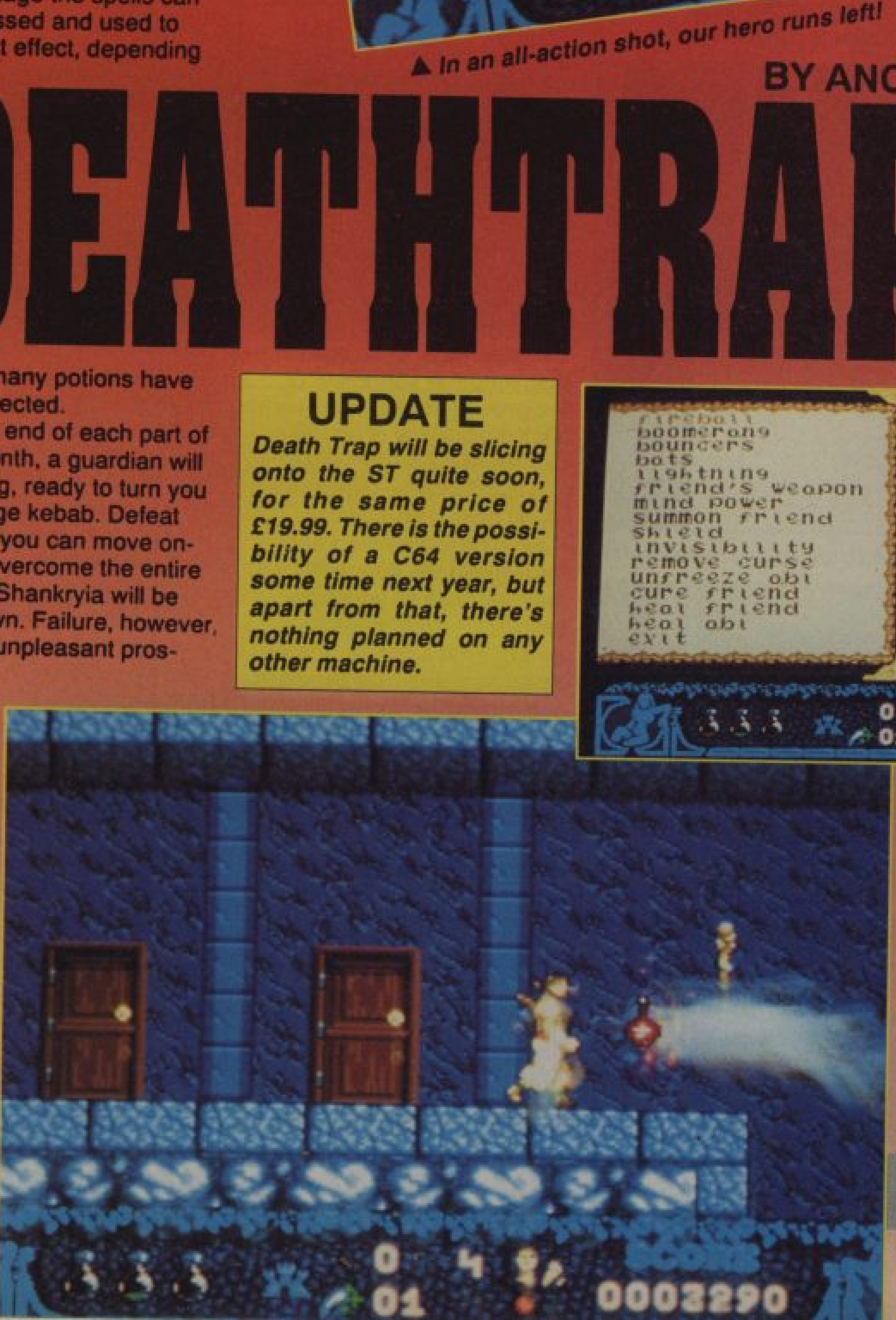
BY ANCO

DEATHTRAP

UPDATE

Death Trap will be slicing onto the ST quite soon, for the same price of £19.99. There is the possibility of a C64 version some time next year, but apart from that, there's nothing planned on any other machine.





AMIGA £19.99

Well, this is a far cry from Kick Off 2, in more ways than one! Graphically and sonically, Death Trap is certainly a very nice game, with little touches here and there (especially the tiny "Strip Poker" women on the stats panel!), and everything is colourful and well animated, and the gameplay is okay, but nothing outstanding - jump around, hack a few monsters into bloody gobbets, cast a few spells, and Bob's your auntie's live-in lover. The problem lies in the level of difficulty - it's too damned hard to get off the first level without using most of your credits up! There's certainly nothing here that hasn't been done before - it's a platform game with added frilly bits, so to be frank, Death Trap is something that you should give severe consideration to before purchase.

ROBERT SWAN

GRAPHICS	82%
SOUND	80%
VALUE	75%
PLAYABILITY	77%
OVERALL	79%

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AMIGA FORMAT - 87%
"the game is incredibly difficult to put down"
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CU - "CU SCREEN STAR" - 87%
"Superbly converted with plenty of bounce."
"Pang plays BRILLIANTLY"
"Ocean have managed to capture the feel of the Arcade game perfectly - and that's what makes Pang a winner."

ACE - 840
"Just wait till you play it - the game positively oozes addictiveness."
"If you hanker for the days when games were fun and simple, buy Pang, - you won't regret it!"

ZZAP - 82%
"A polished conversion of a playable coin-op."

...u sight up your and most formida... bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year fr... Mitchell Corp. A qui... eye and super fast reflexes will give you just a half-chan... other ha... bounce...

BROTHERS BATTLE AGAINST BALLOONS





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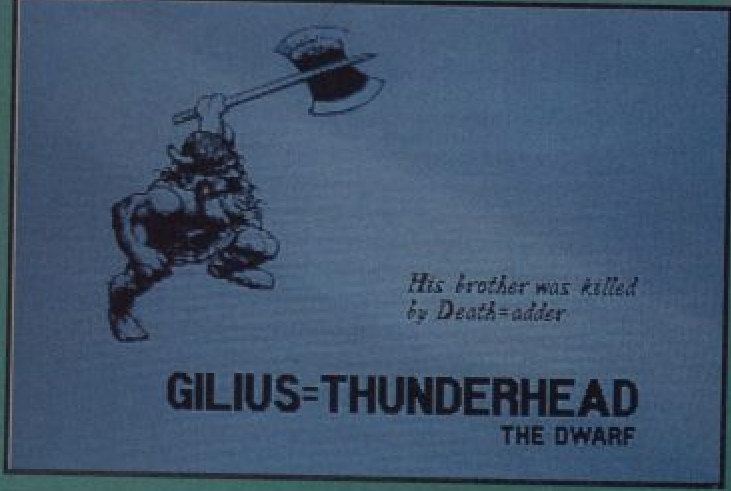
Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

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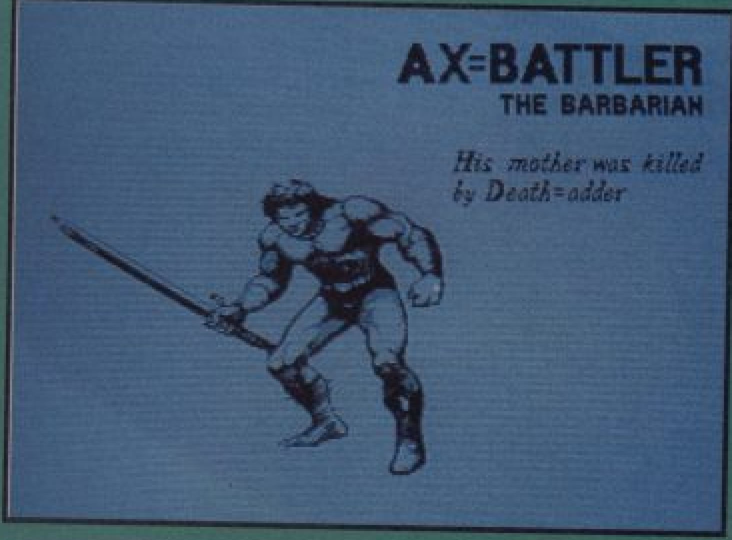
ocean

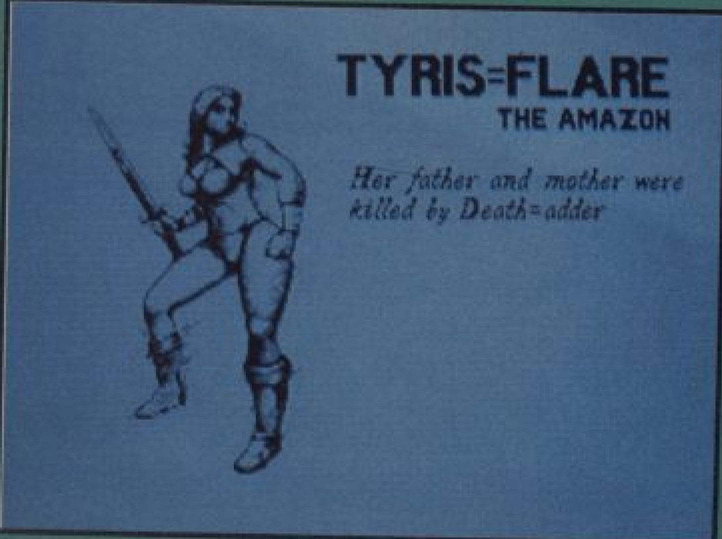
GOLDEN AXE

BY VIRGIN GAMES









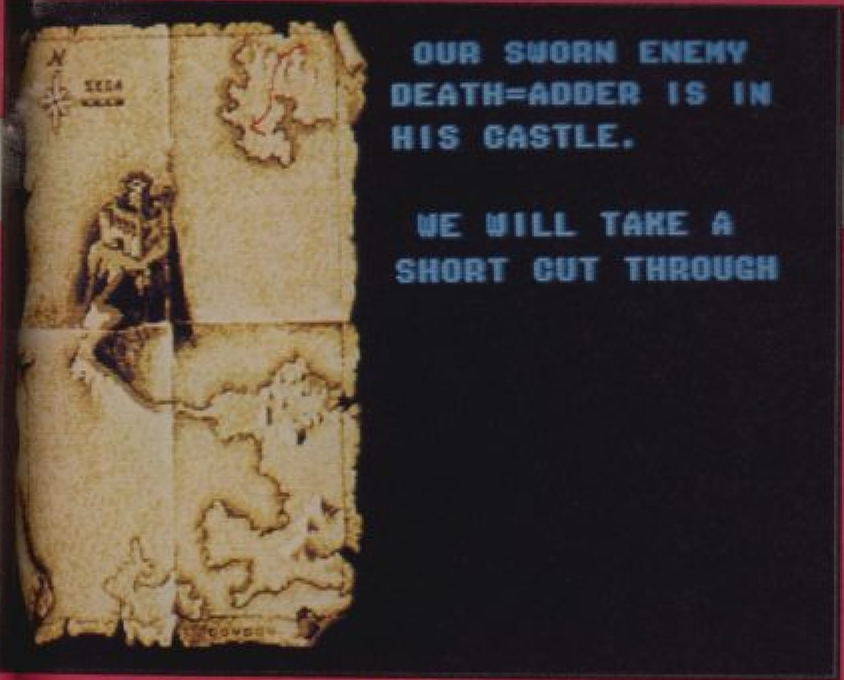
CHOOSE YOUR WARRIORS

The three characters in the game each have their own strengths and weaknesses.

Gilius Thunderhead, the dwarf, is very strong and can deliver a powerful headbutt, though he's a little slow and his magic is not too effective.

Ax Battler, the barbarian, can wield his sword to devastating effect, and his magic is more powerful than Gilius' too.

Tyris Flare is an Amazon sensibly clad in an armoured bikini, and has the best magical abilities; she's also the most agile of the three. However she's not very resilient - hardly surprising considering she's only half-dressed! (I don't know - disgusting! Young people today - Ed)



▲ *Consult the map and check your progress.*

Death Adder, that numero uno bad guy, has kidnapped the King and Princess of Yuria. Your mission - should you decide to accept it - is to battle your way through the hordes of barbarians, Amazons, skeletons, giants and other Lord of the Rings rejects, until you reach the head honcho himself; then gently persuade him (by repeatedly hitting him, of course) to let the hostages go.

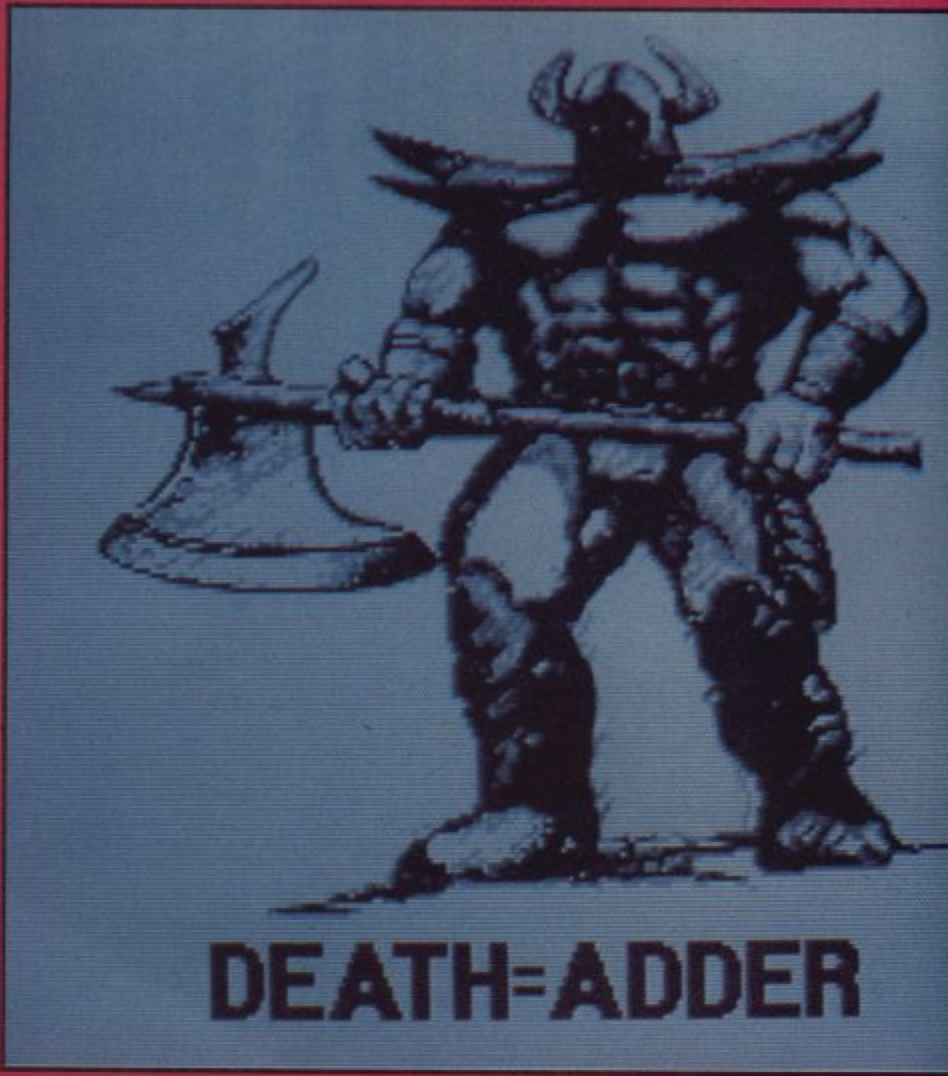
Each player (and there can be two) chooses one of the three characters available, then it's on with the mayhem. The enemy troops come in groups of up to four or five, and increase in their toughness and ferocity. At the end of each stage, the obligatory boss rears his ugly head - if there's only one of them that is! Always huge, always deadly, they'll all seem like a soggy paper bag when you finally reach Death Adder himself.

Luckily, the good guys use a variety of moves in combat to slice 'n dice their way to the showdown. Along with a standard chop or slice, jumping gives the opportunity for a vicious blow to be delivered on the way down. Another favoured tactic is to charge enemies and use a bone-crunching headbutt or kick to knock the opponent off his or her feet.

C+VG HIT!

▼ *A combined attack annihilates Ax Battler!*





▲ *Meet Mr Nasty. You'll be seeing more of him later.*



DINO-WARS!

Climbing on the back of a beastie gives any character (be it the player or an opponent) a big advantage in combat. Your typical low-grade dinosaur (shown here) can spin around to whack any opponent with its tail, and can also jump about. The second best beast is a small dragon that breathes fire at the ground in front of it - giving a severe suntan to anyone in the way. The top-notch dragon is similar, but it can shoot fireballs over a long distance, crisping all and sundry. So saddle up and kick butt!

GOLDEN AXE





MAGIC MOMENTS

Magic plays an important part in the game. Blue potion bottles are collected by kicking pixies in the rear, and the more gathered the more devastating the spell will be.

Each character's magic is different in its form and effect - Gilius has lightning power, Ax-Battler can create earthquakes and Tyris can call down devastating fire-storms. But remember - the power soon runs out so don't waste it!

UPDATE

The Amiga version (pictured here) is available now, and though the gameplay is the same, it features a full-screen playing area and greatly improved sound. The 64, Spectrum, and Amstrad versions have also hit the streets, and they all look stunning. Check out next issue for the full reviews!





ST
£24.99

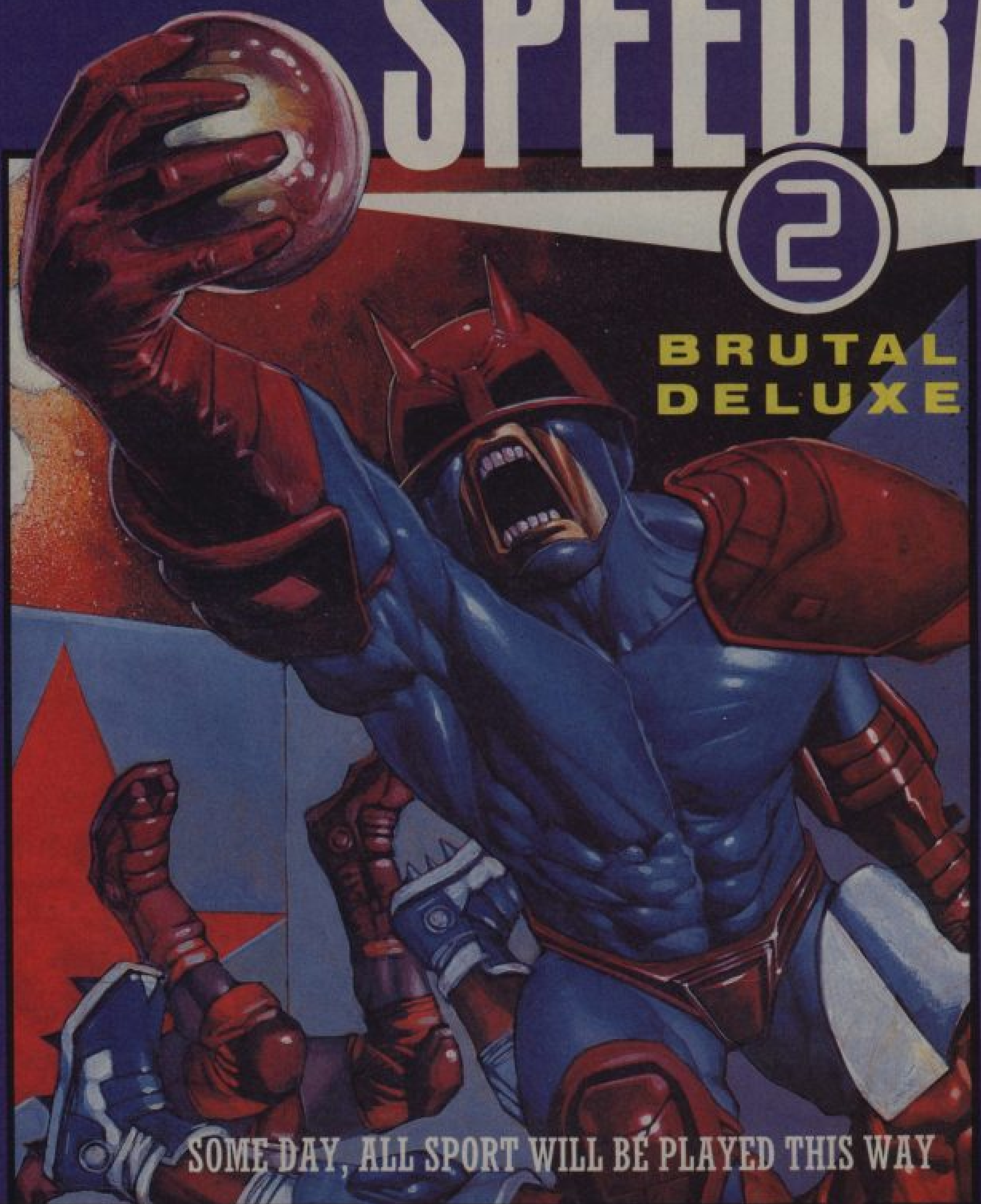
Golden Axe was always a superior coin-op, and this home version is a terrific clone. Apart from the slightly smaller screen and the tinny sound effects, there's hardly anything between this and the Megadrive version - it's that good! This game offers everything a homicidal lunatic could ever want, so obviously it's been a big hit here in the C+VG offices! The animation of the sprites is unbelievably good: the figures, move, fight and walk in exactly the same way as the original, and the superb backgrounds add a great deal of atmosphere and excitement. It's one of the best two-player games around, and my only hesitation is over its lastability; it's not hard to complete, and after that, interest in the game will wane dramatically. Still, it's hugely enjoyable and graphically stunning, so if you've got an ST, this one has got to be on your Christmas list!

MATT REGAN

GRAPHICS	93%
SOUND	89%
VALUE	85%
PLAYABILITY	92%
OVERALL	91%

SPEEDBALL 2

BRUTAL DELUXE



It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

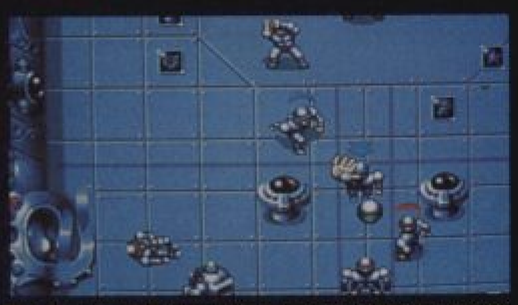
The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



Transform weaklings into killers in the gym.



A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.

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▲ *Two wheels are better than one!*

PAPERBOY

BY US GOLD

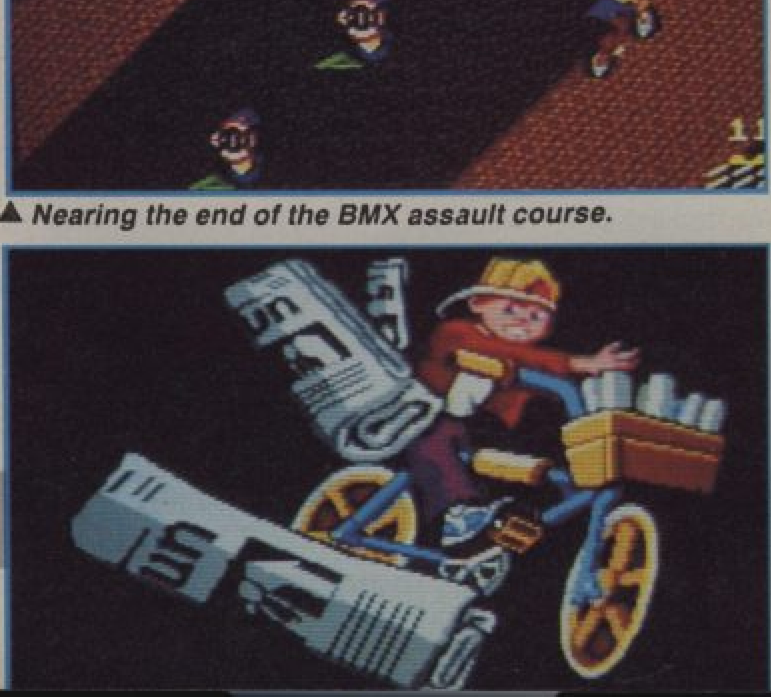
It's early morning and all around Suburbia, people are waking up to another bright, sunny day. The problem is, they all need to have their papers delivered to their homes (they're too lazy to actually walk to the newsagent like I do) and some lucky young fellah-me-lad is needed to pick up a consignment of Daily Sun newspapers and deliver them to the waiting subscribers. You decide to take the job, but you're a paperboy in a hurry, so you decide to clamber atop your BMX bike and simply ride down the streets throwing newspapers at subscribers' homes. Simple, yes?

A few of the locals are not impressed by such irresponsible antics and so decide to limit your activities by setting their dogs or their remote controlled cars on you. Breakdancers, burglars making a quick getaway and people driving Sinclair C5s also get in the way but most of these obstacles yield to a well-placed paper thrown at them. Similarly, your papers double up as lethal weapons when thrown at non-subscribers' homes and extra vandalism points are awarded if you break their windows.

There's seven days of paper-throwing mayhem in this Sega cart, and at the end of each day you're given the opportunity to earn a fat, juicy bonus by completing a BMX course.



▲ *Nearing the end of the BMX assault course.*



C+VG HIT!

SEGA
£29.99

Paperboy ranks as one of the best arcade conversions available for the Sega, with bright, colourful graphics, great scrolling and plenty of nice, humorous touches thrown in. All the features of the arcade game are in there, even the selectable skill levels, making it a game that'll have you coming back to your Sega months after purchase. The only slight downer is the Sega's attempt at copying the arcade tunes - they sound a bit ropey to me. Sega owners aren't particularly well catered for when it comes to decent coin-op conversions, but Paperboy and Gauntlet help set the record well and truly straight.

RICHARD LEADBETTER

GRAPHICS	88%
SOUND	69%
VALUE	88%
PLAYABILITY	90%
OVERALL	**88%**

UPDATE

Paperboy's been out and about on the home computers for years now, and all 8-bit versions (apart from the C64 game) are pretty good - and available for £2.99. The 16-bit versions aren't bad either and retail for £19.99 on the Elite label.

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided team-mates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

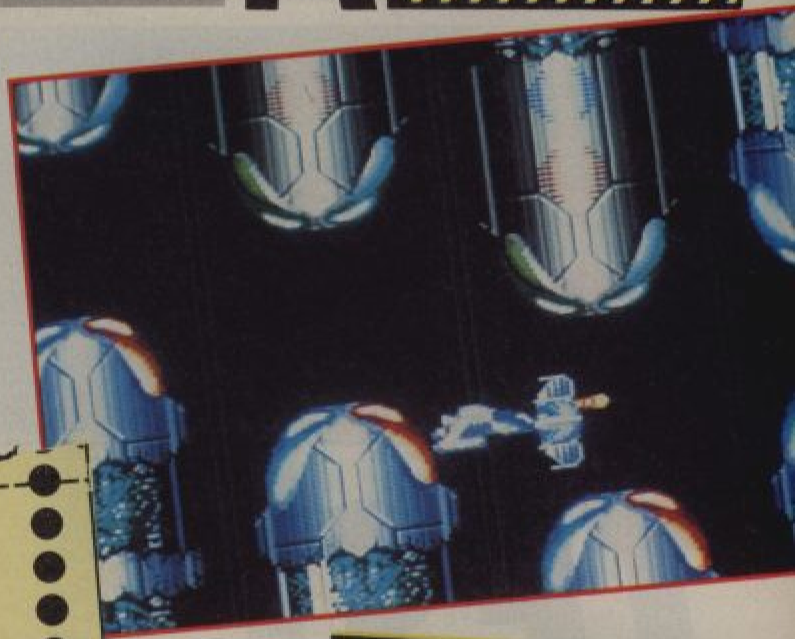
- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

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Z-OUT

BY RAINBOW ARTS



STARDATE: 21-04-122-7

+ + + TRANSMISSION BEGINS:

CONGRATULATIONS ON YOUR SUCCESS IN THE "X-OUT WARS". UNFORTUNATELY, ALL CELEBRATIONS MUST BE CUT SHORT, AS LONG-RANGE SENSORS HAVE SHOWN AN ATTACK FROM THE ALIENS' HOMEWORLD OF ALPHA CENTAURI IS IMMINENT + STOP

THE HEART OF THE ALIENS' OFFENCES ARE SPLIT INTO SIX REPORTEDLY MASSIVE HORIZONTALLY SCROLLING LEVELS, EACH GUARDED BY LARGE, GENETICALLY ENGINEERED ALIEN LIFE FORMS WHICH MUST BE ANNIHILATED IN ORDER TO PROGRESS + STOP

PREVIOUS SCOUT MISSIONS HAVE PLACED EXTRA WEAPONRY, SUPPORT TRANSPORTS AND OUTBOARD SATELLITES ALONG THE ROUTE, IN AN ATTEMPT TO ENSURE SUCCESS OF YOUR MISSION + STOP

IF REQUIRED, A SECOND FIGHTER MAY ENTER THE COMBAT ZONE AT ANY TIME, PILOTED BY A COLLEAGUE, ALTHOUGH THIS IS ONLY OPTIONAL - IF YOU FEEL THIS IS UNNECESSARY, THE SECOND PILOT WILL BE CONFINED TO BASE + STOP

GOOD LUCK, AND MAY THE FARCE BE WITH YOU + STOP

GENERAL M'K'YRA
FEDERATION HIGH COMMAND

+ + + TRANSMISSION ENDS

▼ An enemy battle cruiser joins the fray



AMIGA £19.99

After playing this, I've come to the conclusion that this is not so much of a sequel, but just a continuation of X-Out, but of course that's no bad thing. The only problem is that there are just too many out and about, and Z-Out has nothing to really put it above the milling throng of quality Amiga shoot 'em ups. The graphics and sound are both very nice indeed, with some absolutely stunning aliens to be wiped out of existence, but the gameplay seems to be the same old thing - survive and blast. Even the much-used R-Type beam weapon makes a reappearance, just to wipe out those difficult end-level nasties. So not much originality, but a fair few blasting thrills, so anyone with love of laser would do well to check out Z-Out.

ROBERT SWAN

GRAPHICS	86%
SOUND	84%
VALUE	82%
PLAYABILITY	80%
OVERALL	83%

UPDATE

Z-Out will be soaring onto an ST just about now, and should be, to all intents and purposes, the same bar the odd colour and sound dissimilarity, and also for the value of twenty sovs (all but a penny).



▲ *Spot the road hog.*



▲ *Burning around the roads in your Lamborghini!*

TEST DRIVE 3

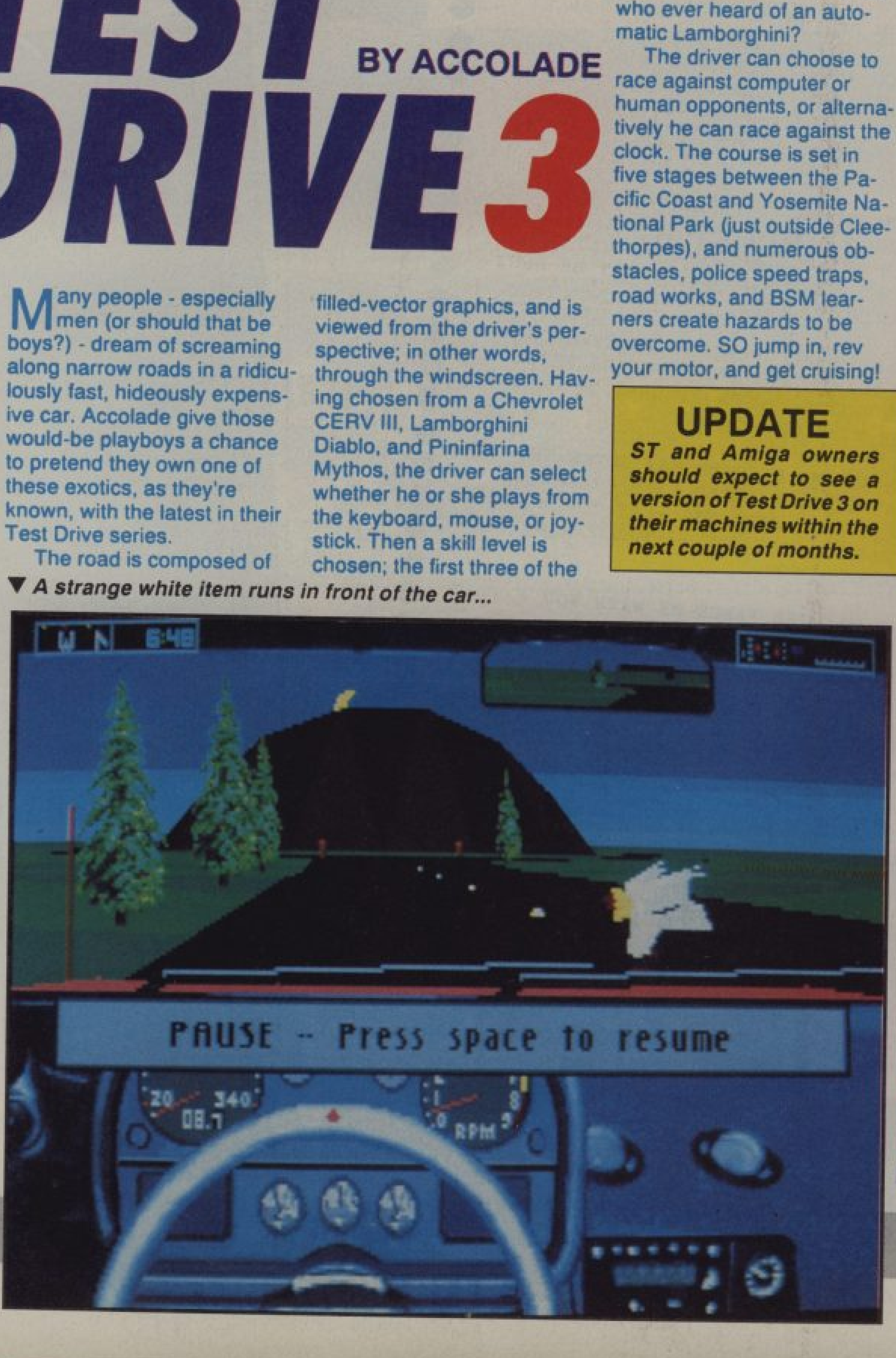
BY ACCOLADE

Many people - especially men (or should that be boys?) - dream of screaming along narrow roads in a ridiculously fast, hideously expensive car. Accolade give those would-be playboys a chance to pretend they own one of these exotics, as they're known, with the latest in their Test Drive series.

The road is composed of filled-vector graphics, and is viewed from the driver's perspective; in other words, through the windscreen. Having chosen from a Chevrolet CERV III, Lamborghini Diablo, and Pininfarina Mythos, the driver can select whether he or she plays from the keyboard, mouse, or joystick. Then a skill level is chosen; the first three of the nine levels provide automatic gears, while the higher levels give a manual shift - after all, who ever heard of an automatic Lamborghini?

The driver can choose to race against computer or human opponents, or alternatively he can race against the clock. The course is set in five stages between the Pacific Coast and Yosemite National Park (just outside Cleethorpes), and numerous obstacles, police speed traps, road works, and BSM learners create hazards to be overcome. SO jump in, rev your motor, and get cruising!

▼ *A strange white item runs in front of the car...*



UPDATE

ST and Amiga owners should expect to see a version of Test Drive 3 on their machines within the next couple of months.

PC
£29.99

I'm a great fan of driving games, and a wishful thinker when it comes to exotics such as those in this game. The 3D vector graphics are amazing and very highly detailed, and the various weather conditions, such as rain and snow, along with the night-driving, make this an accurate simulation in that sense. However the game falls down in a number of ways as far as I'm concerned. For a start it's too tricky - American roads just aren't that twisty (in fact they go in a straight line for hundreds of miles at a stretch sometimes). Although the number of options available add a great deal to the longevity of the game, the program runs too slowly - even with the turbo on! There's really no feeling of speed, so the cars might as well be Skodas. If an accurate driving sim appeals to you, you may like this; otherwise it's too mediocre to be worth buying.

MATT REGAN

GRAPHICS	83%
SOUND	78%
VALUE	80%
PLAYABILITY	74%
OVERALL	**76%**

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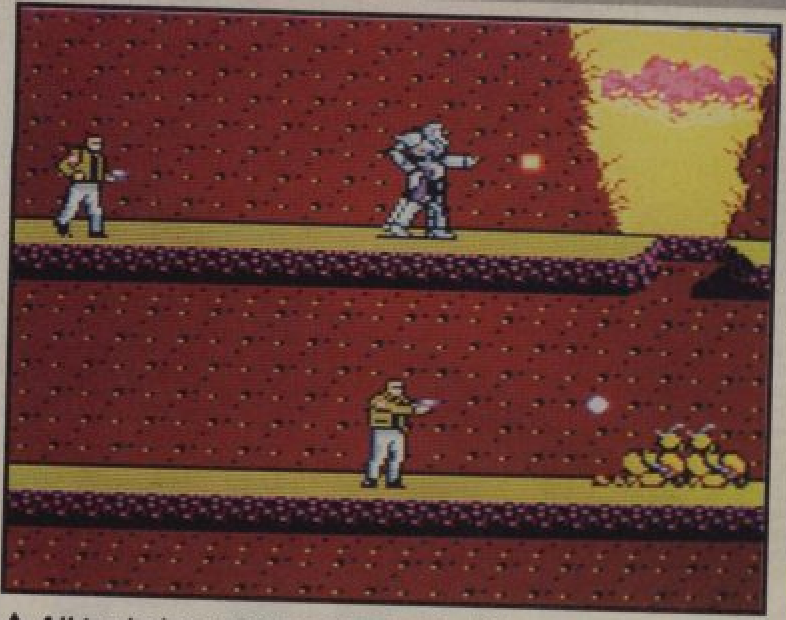
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▲ All tooled up with no-one to blast?



▲ Roof-top surfing with the ESWAT Cyber Police.

ESWAT

BY SEGA

Criminals are roaming the streets of the city, dishing out their own special blend and roast of terror and destruction to any decent citizen that gets in the way. Enter one particular cop who realises that the only solution to the problem is to flick the safety catch off on the old standard issue revolver and let the punks eat lead death! Quite a lot of people agree with him, and thus the ESWAT (Enhanced Special Weapons and Tactics) team are assembled - only these cops are equipped with state of the art exo-armour and mega-death machine guns!

All the cops on the force aspire to become part of the elite ESWAT team, but in order to do so they must prove their eligibility for the job by blasting away two level's worth of nasty criminals. Then and only then are they endowed with the real tools to finish off the rest of the punks. The ESWAT armour has huge machine guns (and unlimited ammunition) and the capabilities to absorb a number of bullets before the wearer is punctured.

With five main levels (each guarded by an end-of-level crime boss), it's a good thing that extra weaponry can be bolted on to the ESWAT armour - including smart bomb-like lasers and bullet sprays!

UPDATE

US Gold are the people behind the home computer versions, which are exclusively reviewed on page 16 of this very ish! The spiffy Megadrive version has been around for a while, but if you want to win a copy plus a Megadrive, check out the comp on page 18.

▼ Blasting away a Crime Boss's robot bodyguard.



SEGA
£29.95

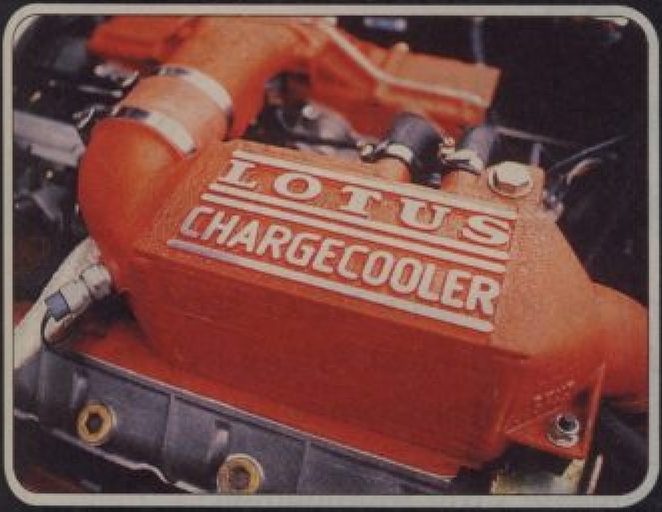
When I first played Sega ESWAT a couple of months back I was quite impressed. The Sega hasn't really got many decent games of this ilk available for it and this effort seemed to fit the bill quite nicely. However, the graphics are surprisingly weak, sporting colours which give new meaning to the word "garish", and the sound consists of awful tunes and half-baked effects. ESWAT's playability is its major asset, and bringing felons to justice with the aid of massive Robocop-style armour and weaponry is good fun and addictive too. Sadly, the enjoyment is short-lived because the game is far too simple to complete, especially when it's set on the easiest skill level. What's needed are some are some extra levels and baddies on higher difficulty levels, that way there'd be an incentive to play the game after you've completed the easy version. ESWAT is a decent enough game, but I'd recommended it to less accomplished gamers, because veterans will have seen all there is to see long before they've had their £30's worth.

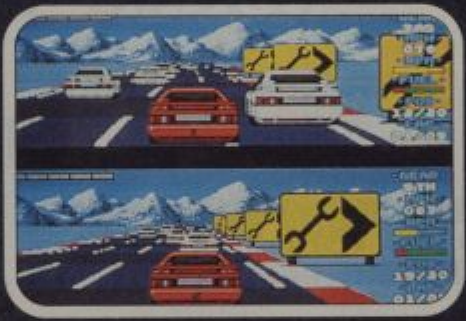
RICHARD LEADBETTER

GRAPHICS	60%
SOUND	55%
VALUE	74%
PLAYABILITY	79%
OVERALL	73%

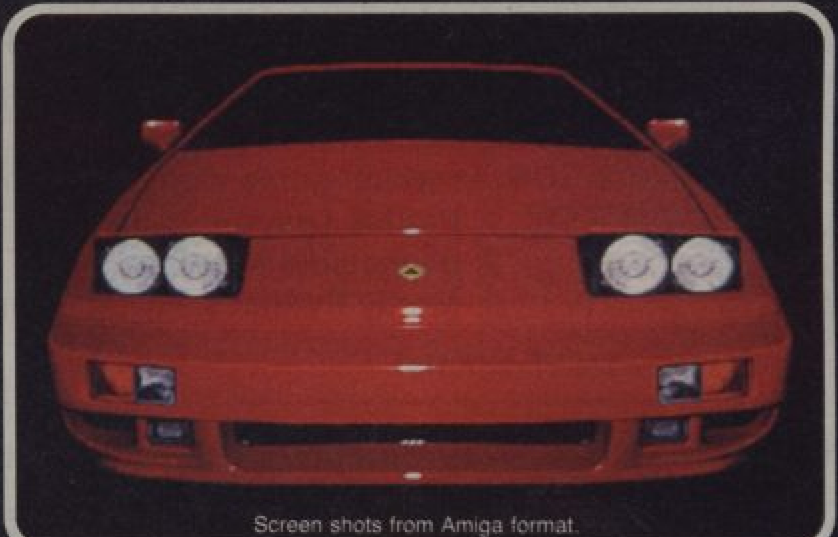
LOTUS ESPRIT

TURBO CHALLENGE









Screen shots from Amiga format.







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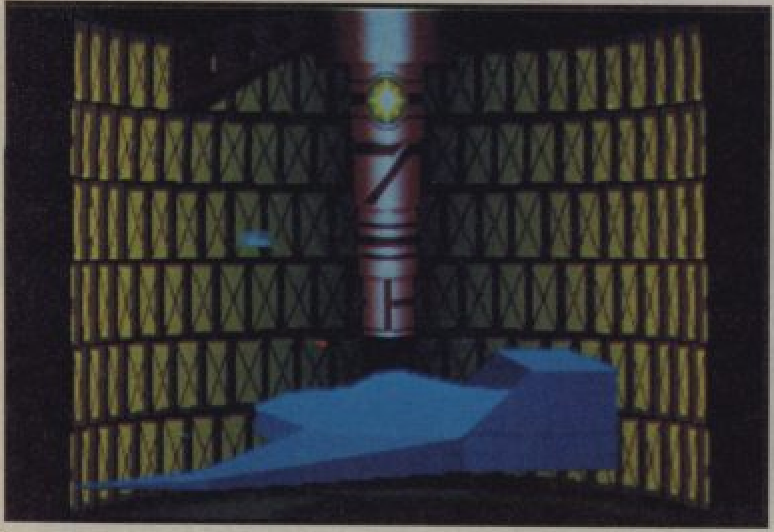
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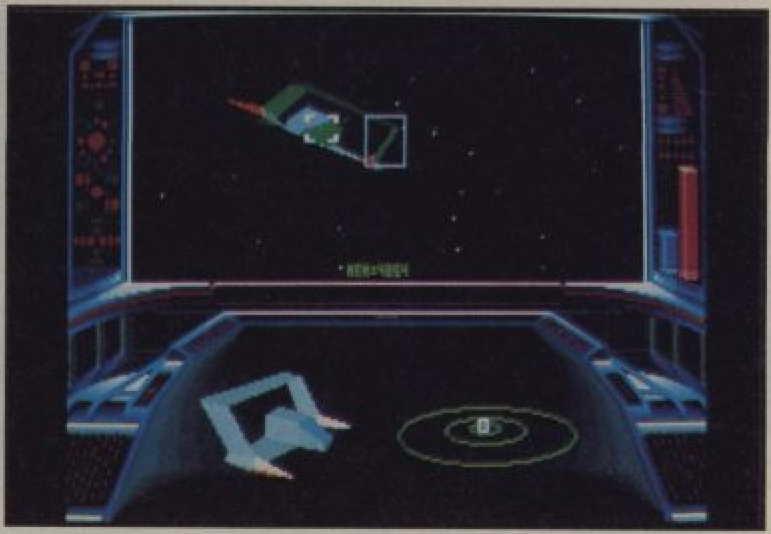
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▲ The Trailblazor docks with home base.



▲ Fire photon torpedoes!

LIGHT SPEED

BY MICROPROSE

Earth is dead. Multiple nuclear meltdowns coupled with ecological disaster have destroyed our once great world. What remains of the population have been crammed into massive ten million-seater Conestoga-class star ships. Each star ship must find a suitably uninhabited world ripe for colonisation.

Enter the player, who, armed only with his Trailblazer star cruiser has set out ahead of the colony ships and must find a world suitable for colonisation before the people on board each ship start dying. Of course, most of the planets in each solar system are inhabited and words of diplomacy must be used in order to make friends with the neighbours. Some may send you off on a special mission in order to prove your friendship. Some aliens are less friendly, so expect plenty of nasty photon bolts being sent in the direction of your craft.

Your Trailblazer has space enough to carry cargo and money can be made by selling goods on the Universal Exchange Interface. These financial gains can be spent on new components to repair the damage aliens inflict on you. Alternatively, components from less important systems can be switched around in order to keep the more important ones functioning.

Probes are also stored on your ship, and these can be sent out to collect information on a certain planet. If there are any useful materials, mining complexes can be dispatched. Once a planet is claimed in this way, resources are instantly added to your holdings.

UPDATE

Microprose are planning to release ST and Amiga versions of Lightspeed, but don't expect anything until next year.

▼ Your journey through Hyperspace is disturbed by an alien perpetrator,



PC
£39.99

Lightspeed is a very complex Elite-type game combining both strategy and arcade elements. The depth of gameplay is immense and visiting different star systems and making them suitable for colonisation is a very involving task. For example, I managed to find one alien race's secret base and formed a pact to destroy their enemies in order to make the system safe for my colonists. The varied rewards for completing secret missions also serve to make the game more compelling. Graphically, the 3D polygon graphics serve their purpose but aren't overly special - and the sound is much the same. There's loads to keep you occupied in Lightspeed, with a huge amount of strategy fun to keep you busy, but it lacks the instant attraction and playability of the classic Elite. Take a peek if you fancy what you've seen here.

RICHARD LEADBETTER

GRAPHICS	80%
SOUND	73%
VALUE	87%
PLAYABILITY	81%
OVERALL	80%

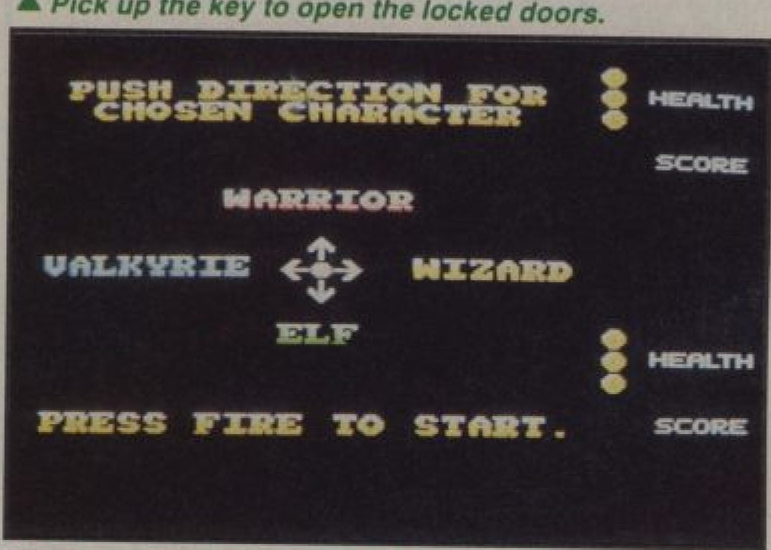
GAUNTL

BY US GOLD

C+VG HIT!



▲ *Pick up the key to open the locked doors.*



▲ *Choose your character with this interesting screen.*



▼ *Demonic meanies club the warrior senseless.*

If ever there was a game that changed the face of computer history, Gauntlet was it. With simultaneous four-player action, this coin-op wonder spawned a whole sackful of clones, very few of which were up to the standard of the original. It also appeared on practically every computer format imaginable, several years ago, and received rave reviews all round, and now it surfaces once more, this time on the Master System.

The story is this: the world is plagued by creatures of darkness, infesting 100 levels of the murkiest dungeons you could think of. Four heroes - a barbaric warrior, a statuesque Valkyrie, a small but perfectly formed elf, and a wizened wizard - have steeled themselves to enter the dungeons and defeat the forces of evil. No easy task, by any means, what with magical generators churning out monsters by the dozen, traps and doors to overcome, but there are keys, food and magic potions scattered around to help the brave quartet in their quest.



LET

UPDATE

US Gold produced some pretty decent Gauntlet conversions for home computers a while back, and the 8 bit versions have been selling for quite a while at budget price on the Kixx label. Mindscape's Nintendo version is already out in the States, so expect that to reach these shores soon, followed by a conversion of Gauntlet II.



▲ Loads of treasure there for the taking

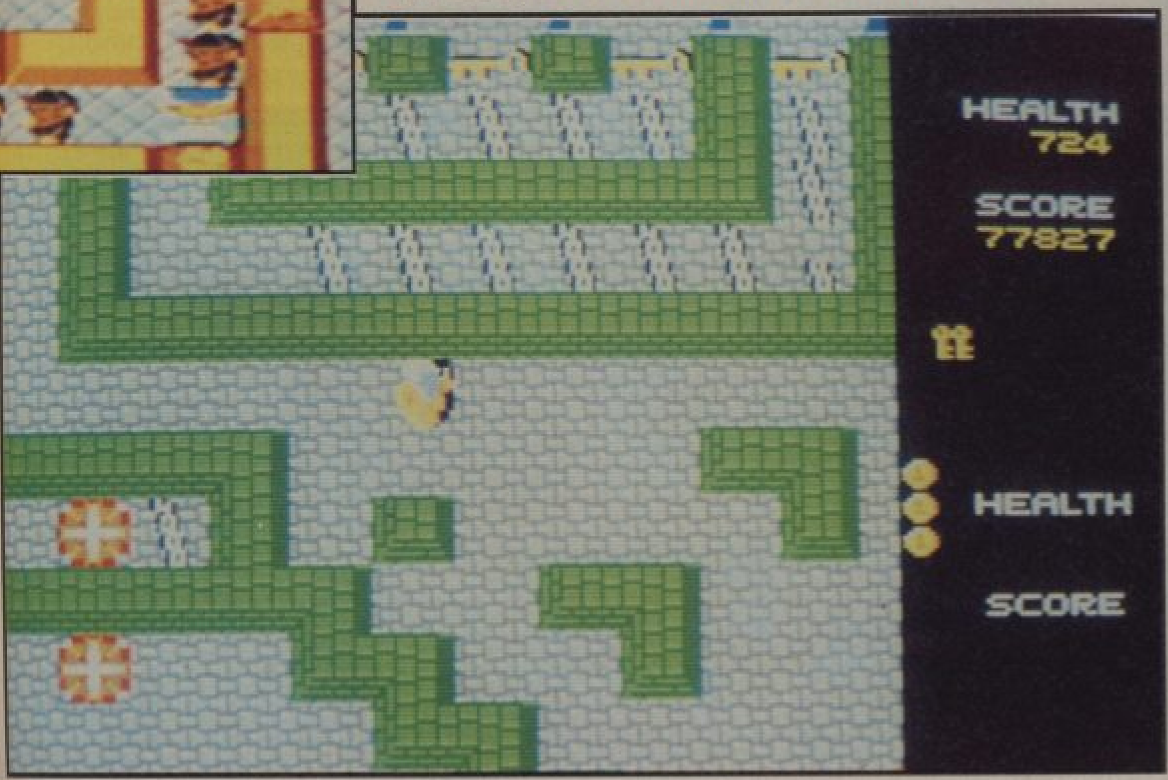
The Warrior cowers in a corner...





▼ A devious maze confuses the cunning mage.

ub
s.



SEGA
£29.99

Having been cloned, ripped off and generally done to death, the Gauntlet formula emerges here as fresh as the first day the coin-op appeared. The bright colourful graphics and really great sound - including sampled speech, I might add - make the whole game just as playable now as it ever was. The main thing that puts this head and shoulders above practically every other Master System game available is the speed - it's got to rank as one of the fastest games around! The sprites hare around the screen with no flicker at all, which goes to show what can be done if enough care and attention is taken with Sega games. If you're a fan of the genre, or just want a brilliant game for your Master System, you could do no wrong with this. More, US Gold, please!

ROBERT SWAN

GRAPHICS	93%
SOUND	89%
VALUE	91%
PLAYABILITY	93%
OVERALL	**92%**

“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley, ACE, October 1990

ACE RATED 936

By Graftgold

SIMULCRA

MicroStyle

ACE RATED 936

The 3D vector graphics system in Simulcra features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stipple and transparent/semi-transparent surfaces are also employed.

The game code runs up to 252 non player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

Simulcra uses a grid-based map similar to Virus but includes 'blank' squares, introducing ground-based and flight action



Simulcra is verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and forget missiles, target display systems, shields, and extra lives.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

Cyberscape rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulcraft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Suface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

To add variety to an already exciting game, Microstyle have thrown in a wide variety of enemies. First, and most common, are the laser turrets that slowly sweep in a complete circle until they lock onto you, whereupon they fire viciously. Various ground and air attack craft, such as jeeps and small tanks, race around the walkways, thankfully needing only one shot to kill. Then you reach the megatanks – these can only be killed with missiles, but when shot explode in the most satisfactory way yet, by first ejecting the gun turret and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning – and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.



Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

RELEASE DETAILS

ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

All excerpts quoted by kind permission of Ace



▲ Indy faces up to the Nazi opposition.



▲ Whip the platforms and swing across!

INDIANA JONES & THE LAST CRUSADE

C+VG HIT!

BY US GOLD

No, no, no - I absolutely refuse to write a review that starts with "the man with the hat is back, and he's brought his Dad"! (Lucky you didn't, then - Ed) Anyway, I digress - Indiana Jones is indeed back once more, this time on the Sega Master System, and this time it's a conversion of the US Gold arcade game that appeared on computer during the summer of last year.

Following the plot of the film (sort of), it all begins with Indy hunting down the Cross of Coronado in an archaeological dig. Lots of obstacles have to be overcome or avoided, including crumbling ledges, pits, stalactites and some rather nasty characters that would rather keep the Cross in their possession. After this Indy has to run along the roof of a moving circus train, avoiding animals that stick their heads out.

Next, Indy must scale the walls of Castle Brunwald, leaping from window sill to window sill, avoiding rats that will unbalance our hero and send him falling to his doom. Once Indy is successful in breaching the walls, and finding his father, the archaeological 'ard-nut has to escape in a massive airship, whilst knocking off Nazi troops!

The last level sees Indy in the Temple of the Holy Grail, the holy artifact only a few paces away! But it's still not over, because the path is laden with ancient traps ready to seal our hero's fate!



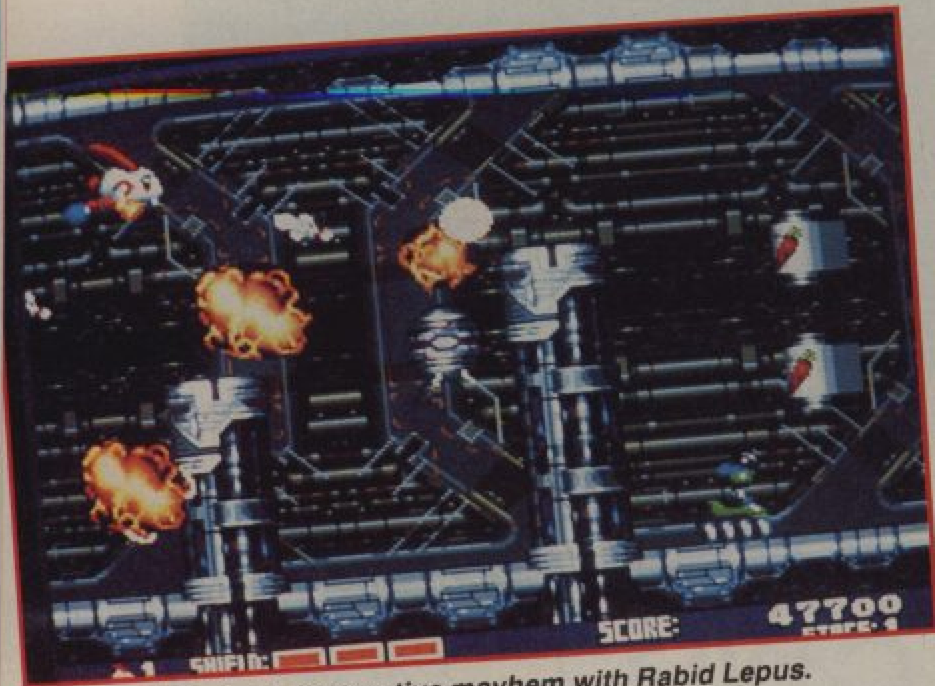
▲ On top of the train, Indy watches out for rampaging rhinos!

SEGA
£29.99

Having played this game on other machines beforehand, and after playing the Nintendo version last issue, I have to say that this isn't actually as good as the NES game for two reasons: firstly, the NES version had a whole lot more variety to offer in the game style and the way the whole thing fits together, and secondly, the Sega version will have you pulling your hair out within minutes! Why? It's too flippin' tough! Trying to get off the first level is hard enough, let alone attempting the rest of the game! The graphics and sound are both really good, with Indy leaping, punching and whipping around, and the backdrops are very fancy, indeed. Gripes aside, the game is incredibly addictive, however infuriating, and will have you stuck in front of the box for hours on end. A good game, but certainly not for novices.

ROBERT SWAN

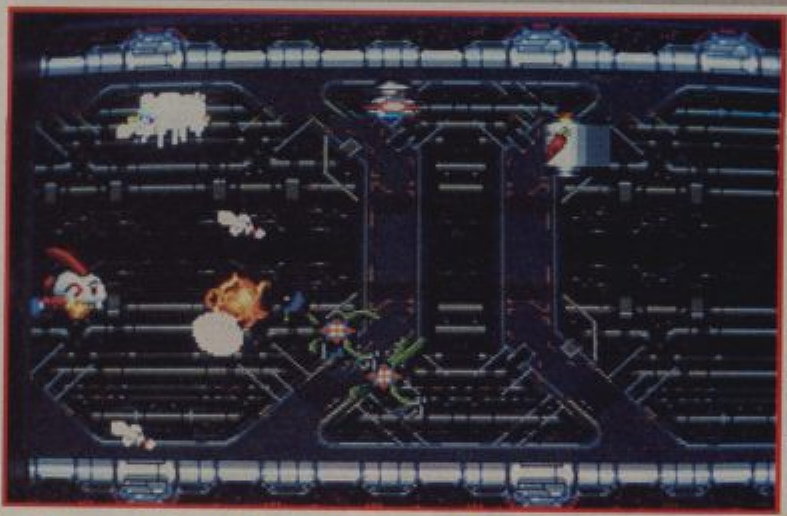
GRAPHICS	90%
SOUND	84%
VALUE	82%
PLAYABILITY	80%
OVERALL	85%



▲ *Serious destructive mayhem with Rabid Lepus.*

RABID LEPUS

BY VIDEO SYSTEM



For some strange reason, lost in the timeless void that is called Space, a bunch of incredibly ruthless alien types have begun a systematic destruction of anything looking vaguely like a rabbit (?!). In a fit of maniacal ruthlessness they have tracked down the bunny capital of the cosmos and now plan to destroy it.

One rabbit who isn't particularly chuffed by the mass carnage of his race is Rabid Lepus. Cursed from youth with a particularly tragic name he decides to earn the respect of his race by saving the planet. In a desperate bid to save his kinfolk from the jaws of annihilation, he decides to grab his trusty electro-shield, mega-death laser and a bag of homing missiles. For close range destructive power, he's also packed his amazing bunny boxing gloves and he can use these to rabbit punch any cocky aliens who get too close...

Rabid Lepus must fly into the enemy's horizontally scrolling territories blasting as many of the aliens as is possible. A lot of canisters can be found on the way to the end of the level, and each have a different effect on our bunny saviour. Some provide him with extra rounds of homing missiles whilst others give extra energy and even a spell of invincibility!



▲ *Our hero unleashes a huge burst of homing missiles.*

THANKS!

Thank you to PC Engine Supplies (0782 712759) for the loan of the Rabid Lepus cart.

PC ENGINE
£34.00

Under the vaguely amusing rabbit scenario lies a very straightforward horizontally scrolling shoot 'em up, which is fine if you're into that sort of thing. However, there's a huge avalanche of this type of game available on the Engine including the likes of R-Type, and although Rabid Lepus is good, it's nowhere near as addictive as the amazing Irem arcade conversion. The graphics are great with smooth scrolling and great sprites and the sound is okay with arcade-like tunes and effects. The gameplay though, is very jaded and the range of weaponry available to Rabid Lepus is quite limited. The attack waves hold no surprises and the end-of-level bosses are pretty uninspiring. If you're a hard core shoot 'em up junkie in need a challenge, then Rabid Lepus is great - just don't expect anything mindbendingly original, that's all.

RICHARD LEADBETTER

GRAPHICS	85%
SOUND	73%
VALUE	76%
PLAYABILITY	78%
OVERALL	**79%**

COV
ACT

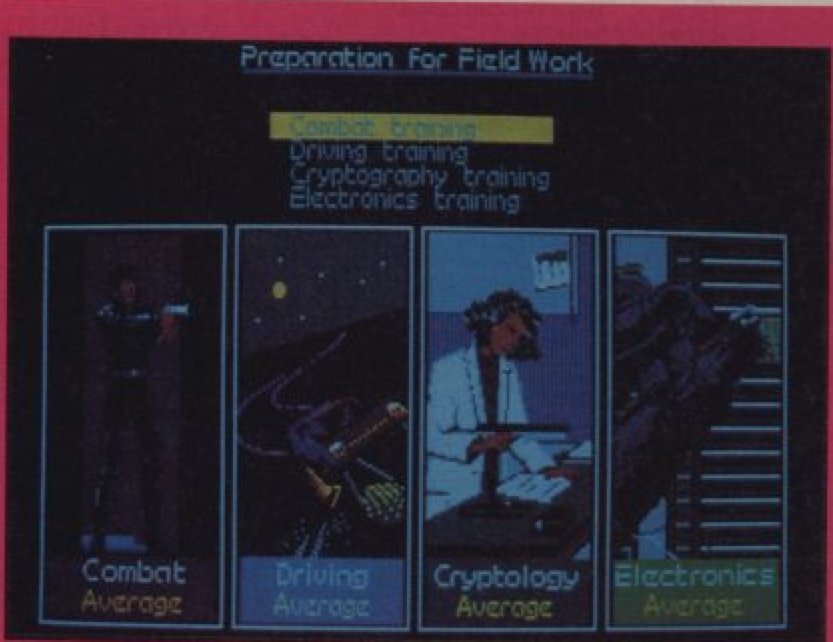
BY MICROPROSE

The Cold War might be over, but terrorists, drugs cartels and naughty secret police are still causing trouble all over the place. There's only one man (or woman, this being a unisex game) who can fight this clandestine battle, and that's freelance secret agent Max Remington.

Your mission, should you choose to accept it, is to accompany Max on his/her ongoing crusade against criminals who operate above the law. There are 26 espionage masterminds to be brought to justice, all of whom have an entourage of agents, couriers, organisers and experts to aid their causes. Time is of the essence, and if a mastermind goes into hiding before he (or she) is arrested, they always return to continue their plan, in another part of the world with different allies.



▲ *If you can get conclusive evidence on a suspect, he'll always volunteer to become a double agent - and for that you're awarded double points!*



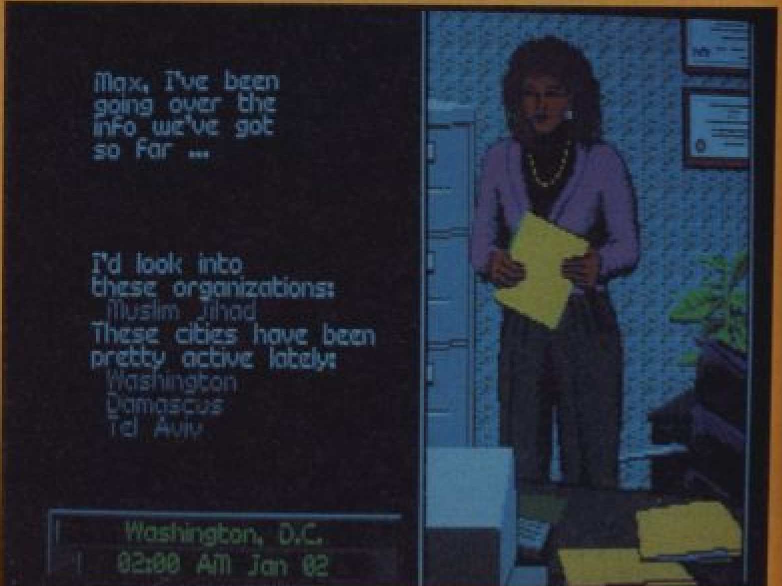
AGENTS' SKILLS

Success in the game relies on your skills in four secret agent-type abilities: combat; driving; cryptography and electronic surveillance. At the start of the game you get four credits which you can use to give you a head start in your weaker disciplines.

MEET THE BOSS

Even though Max works outside the normal restraints of official security forces he has to answer to someone, and this guy is that someone. He's head man at the CIA, and as well as briefing Max and rating his progress, he also assigns him an assistant. That's Sam - the girl who has all the answers. Sam collates and assesses the evidence and can often point Max in the right direction when he's a bit stuck.





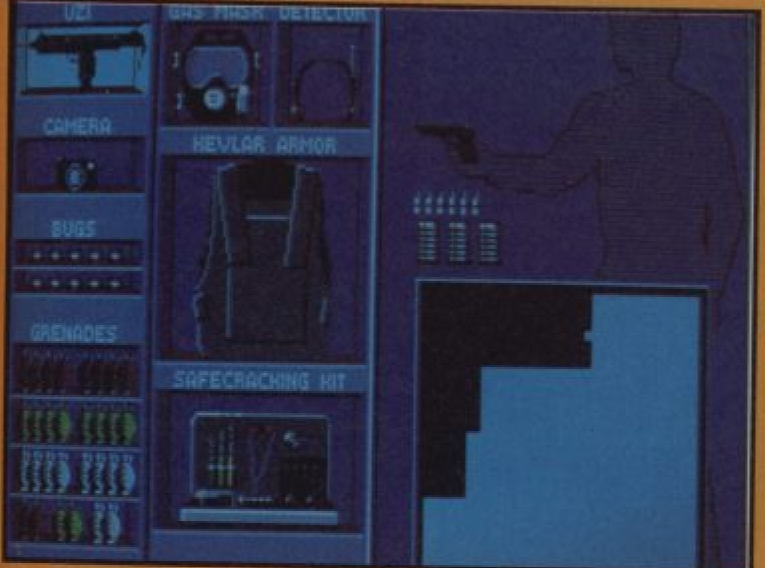
VERT TION



▲ *These secret agents don't half get about - but the jet-lag must be murder!*

COMBAT

Suspect buildings are always swarming with guards, so when Max has to enter one to gather evidence or arrest someone he must prepare for combat. Start by tooling him up with up to five pieces of equipment shown on the left of the screen. Once inside, the view switches to an overhead graphic of the room you're currently exploring, complete with safes, sofas, computers and desks which can be opened, photographed or bugged if you're carrying the right gear. In this pic, Max has found an agent he can arrest, but he'd better watch out for the guy behind him with the gun!







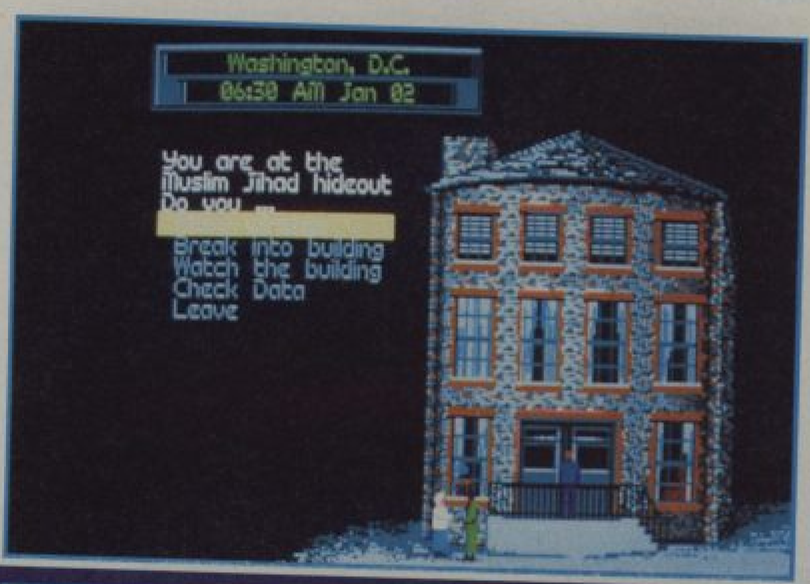


DRIVING

If Max is watching a building and a suspect drives away from it, he can either place a homing device on the car (which requires electronics skills) or tail him with two cars chosen from a selection of four, each of which has different speed, handling and "conspicuousity" ratings. Naturally the suspect mustn't realise that he is being followed so you have to switch between your two cars, alternately keeping one on his tail, while the other keeps out of sight and is sent ahead to pick up the tail, say, at the next junction. Successfully following a car can lead you to a new, unknown location, so don't lose track of it!



COVERT ACTION





ELECTRONIC SURVEILLANCE

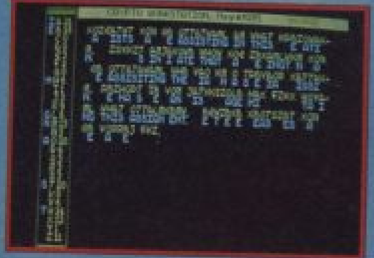
This skill is essential if Max has to place a wire-tap on a building's telephone lines, or a homing device on a car. Each microchip in the circuit allows current through in a certain direction, or blocks it along a particular path. The idea is to selectively replace one microchip in the circuit at a time, directing the electric current away from the telephones on the right so that he can tap that line and perhaps gain a clue. Don't let any current get to the alarm bells either - if they ring and alert the guards, then you'll have to bug out real quick.

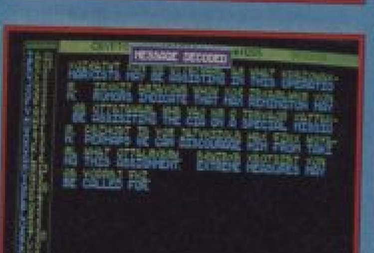
UPDATE

ST and Amiga versions are already under production, but they're unlikely to be ready before next Easter at the earliest. Still, they should be conversions well worth waiting for!

CRYPTOGRAPHY

Otherwise known as codebreaking. Max often intercepts coded messages, and decoding them could reveal invaluable clues. Each letter in the encrypted message represents a real letter throughout the message, and on the easiest level one letter is revealed to get things started. One way to do it is to experiment, replacing all three-letter encrypted words with the letters T, H and E (simply because three-letter words are most likely to be "the"), then continue from there, changing letters if things don't make sense.





PC
£39.99

I was a big fan of Sid Meier's last game, Railroad Tycoon, because somehow this guy always seems to be able to design games with a new and interesting approach to an unusual subject, and Covert Action is no different. The four subgames are a very satisfying mixture of strategy, puzzle and action gameplay, and the way they've been worked into the overall investigation has been cunningly devised. The limitations of the program do show through when you've been playing a while and notice that the same faces and street names seem to crop up in different investigations, only with different names and in different towns. But I'm happy to let that pass because it doesn't significantly affect the atmosphere, which actually gives you a taste of what it's like to live on the edge. Covert Action is pricey, but if the usual array of PC flight sims and adventures don't interest you, this is one game you will play and play way past bedtime.

PAUL GLANCEY

GRAPHICS	85%
SOUND	70%
VALUE	89%
PLAYABILITY	93%
OVERALL	90%

▶AMIGA SPECTRUM

LINE OF

C+VG HIT!

Sergeant Red and Major Blue are two hardened commandos with loads of successful operations under their belts. It seems that when a job requiring indiscriminate carnage on a massive scale comes along, these two are the men for the job. Which is just as well really, as "the enemy" have created a new type of machine gun that is worrying a lot of people in high places. Two men are needed to travel behind enemy lines, pinch a couple of these machine guns and head back to friendly shores. Guess who gets the job?

With Line of Fire, the player and an optional pal actually become Red and Blue just after they've pinched the advanced machine guns, and they have to use them to protect themselves during the dangerous return journey. Eight stages of mass destruction and general target practice await any mercenaries who dare take on the enemy.

Our heroes travel through many different terrains on the road to freedom. They may hop onto the back of a jeep and blast a way through the jungle where they'll be accosted by foot soldiers, 'planes, helicopters and generally anything that the guerilla menace can throw at



▲ Enemies crumble under heavy fire...

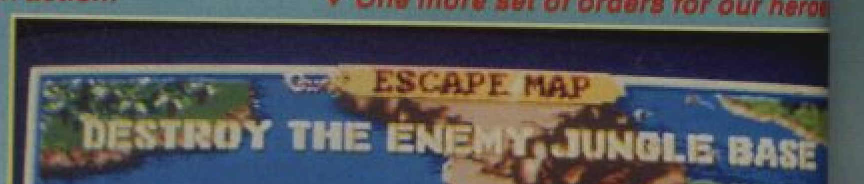


▲ Watch the rocket bombs in action!



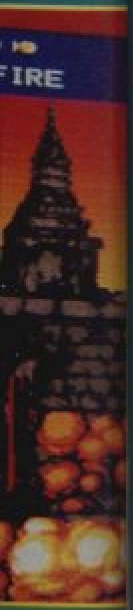
▼ One more set of orders for our heroe





FIRE

BY US GOLD





r heroes!





▲ Travelling along a treacherous jungle river...



▲ Perhaps firing back might do the trick...



▲ Meet the first end-of-level boss - if you get that far!

you. As your trusty vehicle careers through the jungle it'll have to occasionally change direction (no roads, y'see) and the 3D landscape rotates around the player accordingly.

Other stages include braving a treacherous river where the guerillas' marine contingent attempt to wipe you out, and an airborne section as our heroes fly to freedom!

Sometimes the going just gets too tough, so it's a good thing that your new machine guns have a special rocket bomb attachment that destroys everything on screen in a blaze of napalm! They'll need it though, as the guerilla menace have guarded the end of each level with a huge guardians of enormous destructive potential!

UPDATE

Line of Fire should be blasting its way onto an ST, Amstrad and C64 before Christmas - we'll be checking it out in a forthcoming update.

SPECTRUM £10.99

So much happening on screen and the pace never lets up! Line of Fire is a ripper conversion that should be checked out immediately!

OVERALL 85%

AMIGA £24.99

I loved Line of Fire in the arcades, mainly because your trusty machine gun has an infinite supply of bullets at the ready, but I awaited this conversion with some trepidation! Not many software houses have had much luck converting Sega's technically amazing 3D coin-ops, but I'm glad to say that US Gold have succeeded where the others have failed! Although the graphics aren't quite up to the coin-op, they're still gobsmacking, with full-screen overscan and a really nice turn of speed! US Gold have also included the simultaneous two-player blasting action (though you'll probably find it helps to have an extra mouse), and this makes for a great (and much easier) game. If you're into synthesised violence on a grand scale, take a look at Line of Fire - it's the best game of its type by far.

RICHARD LEADBETTER

GRAPHICS	93%
SOUND	88%
VALUE	79%
PLAYABILITY	89%
OVERALL	85%

WIN SOME "HOT" LINE OF FIRE GEAR!!

Forget about whopping great sideburns, curtain hair-dos and dungarees. The ultimate fashion victims these days are forming an orderly queue for the amazing One-Size-Fits-All Line of Fire wrist-fitted sweat bands, with free head-band accessory, all from the highly exclusive House de US Gold Fashions Inc! We've got 20 of these most outstanding Items to give away to the first twenty Style Monsters who send their name and address to: **BOY OH BOY! WOULD I LOVE TO WEAR A LINE OF FIRE SWEAT BAND, MISTER. C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.!**

PLAY THE INTERACTIVE TELEPHONE GAME.



0898 345678

THINK IT OVER CREEPS!!

It's Detroit ..... the future. The cops are on strike. The future of law enforcement is in the hands of one man .... or is it one machine!

An evil new designer drug called "Nuke" is destroying the remaining fragments of civilised life. Only RoboCop stands in the way of the ruthless drug barons and this time he faces a new enemy ... the incredibly powerful RoboCop 2.

In this major new state of the art interactive telephone game, based on the smash hit movie **ROBOCOP 2**, YOU become RoboCop. Using Touch Tone (the buttons on your phone), or Voice Recognition (you speak your commands), you decide where RoboCop goes and what he does as he tries to track down the headquarters of Cain the Nuke King and his evil gang. You will even have an option to save the game using a personalised PIN number so that you can carry on where you left off when you call back at a later date (up to 6 months later).

You are on a patrol. Its night. Old Detroit is swarming with low life. Across the street you hear shouting. There's a smash of glass followed by a burst of gunfire.

The most deadly mission RoboCop has ever undertaken has begun. What happens now is up to you!

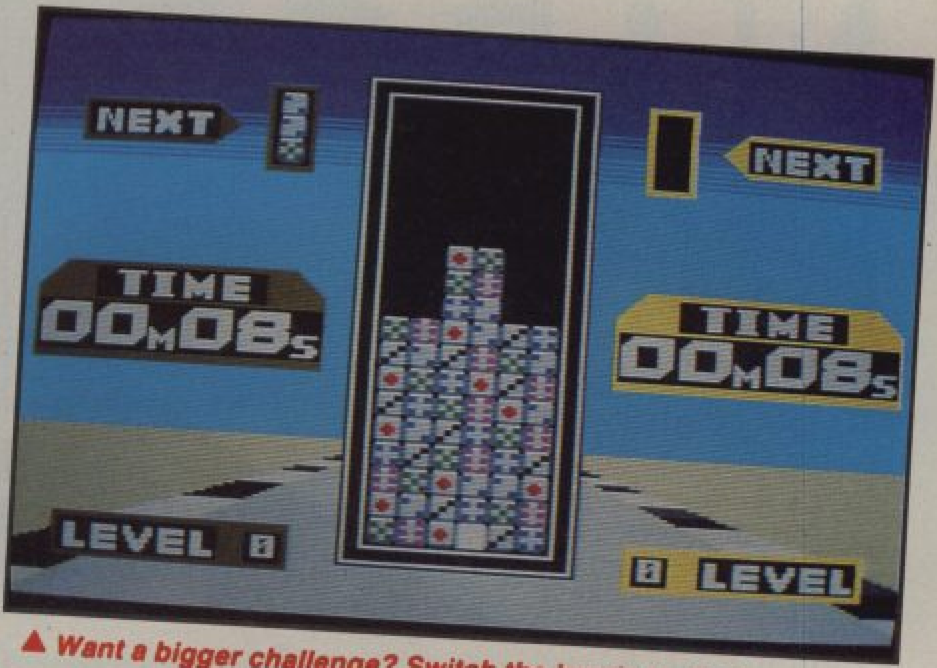
THE
PPC
PHONE PROGRAM COMPANY

Carver House
2-4 Carver Street
Sheffield S1 4FS

(Calls cost 33p per minute cheap rate and 44p per minute at all other times. If you wil not be paying for the call, please check with who does.)



▲ The background roads speeds up in time with the action!



▲ Want a bigger challenge? Switch the jewels to dice!

COLUMNS

BY SEGA

If I was to say that this was a load of blocks, I'd probably get the sack (you're right, so don't - Ed). But that's essentially what Columns is all about.

One or two players (playing either head-to-head or alternately) have to shuffle around groups of three blocks which are falling into a well, a la Tetris, so that the shapes or colours on the blocks (you can change them from gems to dice to fruit) match up in lines of three or more! Easy, eh? Well, not when they start to get faster and faster, it isn't...

Once a line of three or more matching shapes is made, it vanishes, allowing the blocks above it to fall down a level and perhaps form more lines. But don't let the well fill up or the game is over!

UPDATE

Columns is already available on the Megadrive, but no-one seems to have picked up the licence to convert it to any other home machines as yet.



▲ An all-action shot from Columns.



▲ Three blocks in a row makes points! Easy!

SEGA
£29.99

Having seen just about every sort of Tetris-alike there is, I was beginning to feel that the genre was at last becoming stale. Then Columns appears, and completely throws that idea right out of the window! From first impressions, you might not think that this could possibly be in the slightest bit interesting - the graphics are certainly nothing to shout about, with the possible exception of the scrolling road background, and the sound is a hypnotic little jingle that plinks away in the background. But, as you'd expect from a game like this, the playability shines through, and makes Columns one hell of an addictive little number. If puzzle games are of any interest to you, then take a gander at this - you'll probably end up hooked!

ROBERT SWAN

GRAPHICS	71%
SOUND	82%
VALUE	85%
PLAYABILITY	89%
OVERALL	84%

REVIEW

▶AMIGA

NARCO POLICE

BY DINAMIC

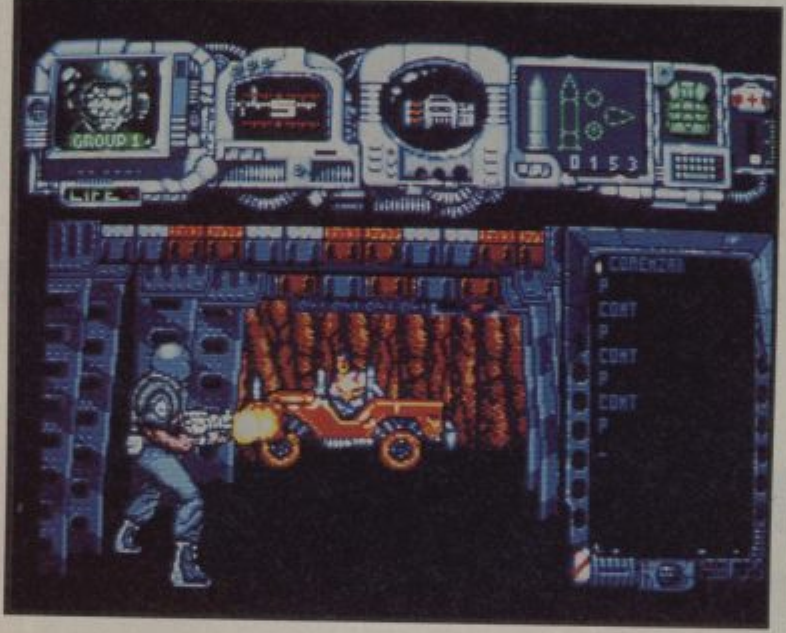
You're in command of the Narco Police - a fifteen-man squad that's as hard as nails (they're that hard, they can eat a whole box of Shredded Wheat without milk or sugar!). Your mission is to infiltrate an island base off the coast of Columbia that is the stronghold of some of the biggest drug dealers in the world.

The team is divided up into three five-man squads, each of which start at a separate point on the island, moving inwards towards the central control area. Viewed in a 3D environment, progress is made using the joystick to either run straight down a corridor, or to edge along the walls to avoid hordes of enemy soldiers, which lie in wait.

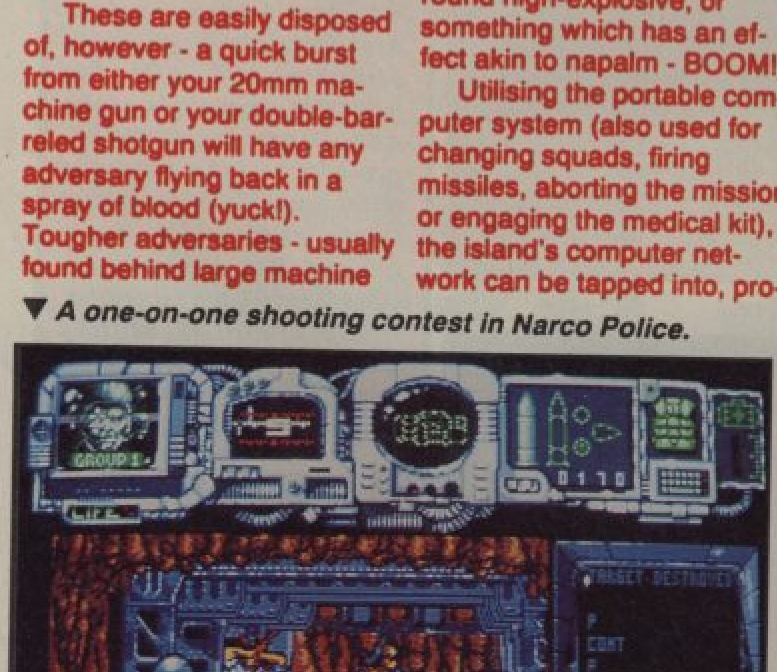
These are easily disposed of, however - a quick burst from either your 20mm machine gun or your double-barreled shotgun will have any adversary flying back in a spray of blood (yuck!). Tougher adversaries - usually found behind large machine gun or rocket emplacements - can be taken out with one of three types of missile (single round anti-personnel, multi-round high-explosive, or something which has an effect akin to napalm - BOOM!).

Utilising the portable computer system (also used for changing squads, firing missiles, aborting the mission or engaging the medical kit), the island's computer network can be tapped into, providing information and letting you unlock doors without the use of heavy artillery. Take care, however, as the drug barons aren't about to give up the fight easily...

▼ *Blasting away at drug barons in jeeps.*



▼ *A one-on-one shooting contest in Narco Police.*



UPDATE

Narco Police will be available on the 8 bits sometime early next year, priced at £9.99 on cassette.

AMIGA £24.99

The problem with a lot of Dinamic's previous releases lay in the difficulty - they were too blasted hard by half! Narco Police is a change of direction for the Spaniards, but just goes to show what they really can do. The 3D system is a little slow, and the sprites have the unnerving tendency to travel at snail-speed if enough of them are clogging up the screen, but the one point about this sticks out at all times - it's actually fun to play! The keyboard element of typing in codes to fire missiles and change squads adds to the gameplay, but it's a bit of a pain having to start typing codes in to activate the medical pack when you're getting the pojees shot out of you! The sound is really nice, and the sound of machine guns and missiles blasting all over the shop is effective enough to make the neighbours think you've got World War III going on in your room! Narco Police bodes well for Dinamic, and shows a lot of promise for future games utilising the 3D technique. A good game, and worth a look.

ROBERT SWAN

GRAPHICS	86%
SOUND	88%
VALUE	80%
PLAYABILITY	84%
OVERALL	83%

ST £24.99

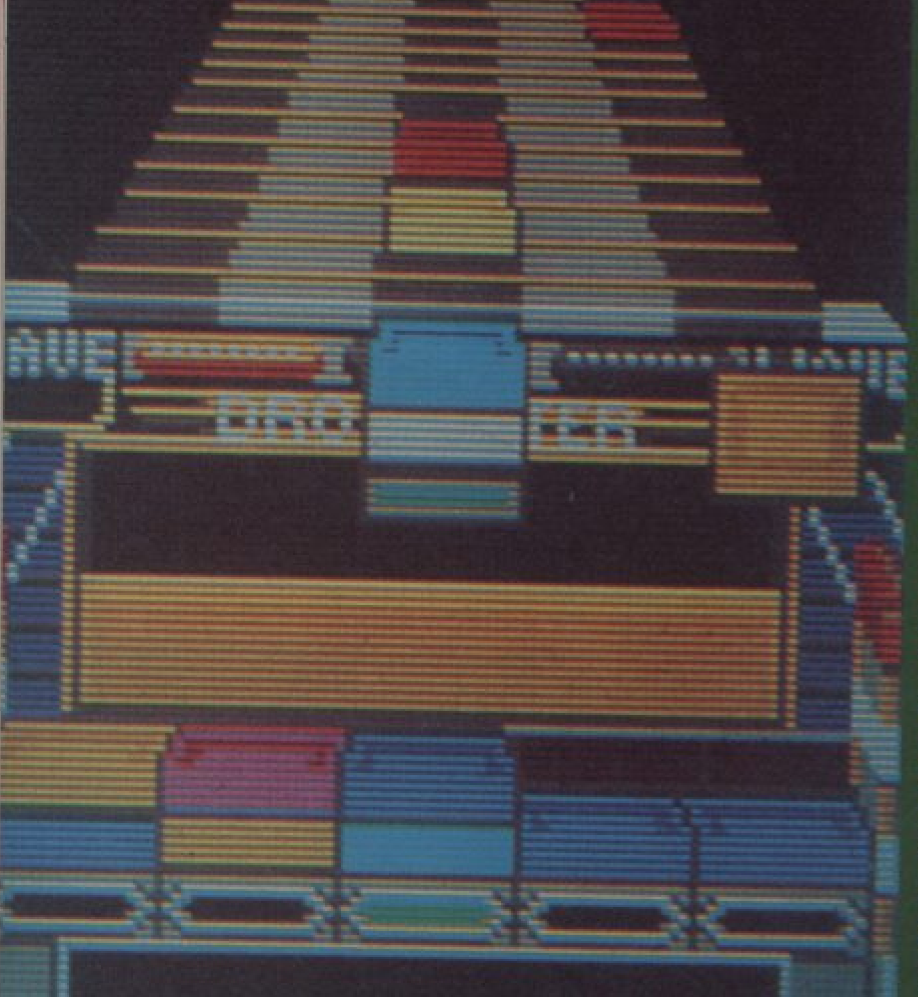
Similar to the Amiga version in most respects, although the sound is a touch weaker, and the intermission stills are missing - but that doesn't stop this from being just as enjoyable. If blasting things to blazes is your bag, take a peek.

OVERALL 82%


THE SAM MISSION
STARDATE...JUNE 1990...
Disaster strikes as MGT crash-lands . . .
No obvious sign of life in the wreckage.
STARDATE... AUGUST 1990...
Commanders Bruce Gordon and Alan Miles discovered alive and well . . . SAM Coupé perfected for new mission . . . Team SAM assembled.
STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch...
SAM coupé
LATEST SIGHTINGS:
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PRIORITY ONE MESSAGE...
SAM COUPÉ WITH 1 DRIVE
NOW £199.95
256K Memory - 780K Disk Space - 128 Colours - 6 Channel, 8 Octave Stereo Sound - Flash Art Package - Disk Utilities - Mouse Port - Joystick Port - Light Pen Port and Midi all included - Suitable for T.V. or Monitor.
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Pipe mania
MISSION OBJECTIVES: TO TAKE THE SAM COUPÉ TO EVERY CORNER OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...
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1
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SAM Computers Limited, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH
SAM coupé

LATEST LYNX

Now Atari have started getting official Lynx software on the shelves we thought it was about time we started reviewing some of it. And so, resident Lynx owner, Julian Rignall claimed a load of the latest stuff, took it back to his Southend pied-a-terre and returned with these reviews, but for some strange reason the cartridges were never to be seen again... hmmm.



KLAX

Wow! Lynx Klax is an absolute replica of the original coin-op, with prefect graphics and even more perfect speech!

It's a strange sort of arcade puzzle game in which tiles of different colours roll down the screen on a conveyor belt and you've got to pick them up and drop them into a bin at the bottom of the screen in an attempt to make "klaxes" - lines of three similarly-coloured tiles, either horizontally, vertically or diagonally.

If a complete line is made, all the tiles disappear and the rest of the tiles fall downwards. If you fail to reach a set number of klaxes before the bin fills up with tiles it's game over. The game also ends if you let three tiles drop off the edge of the conveyor belt.

If you think that sounds dull, think again. The game is simple, but very, very addictive indeed. It's got a variety of starting options, and there's much to discover - it's possible to score 260,000 on one drop (but we're not telling you how)!

Highly recommended - it's the best Lynx game yet!

OVERALL 93%



MS PACMAN

PacMan's trouble-an'-strife hits the Lynx in this simple, but addictive maze game which hit big in the arcades nearly eight years ago.

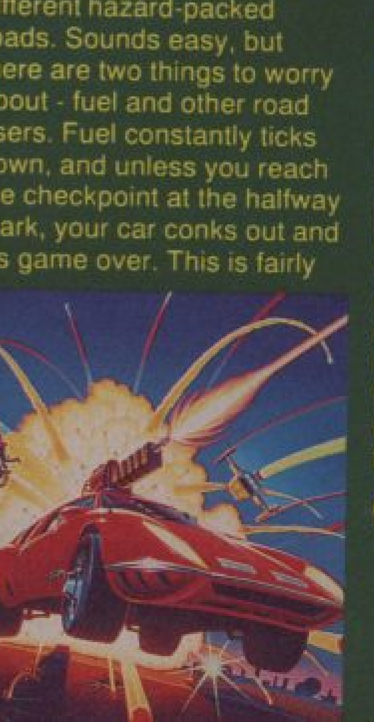
Each single screen is a maze filled with dots, and you've got to eat all the dots before the four ghosts hunt you down and destroy you. Eeek! But fear not, for there



ROAD BLASTERS

Burn up the freeways of the future and blast anything that gets in your way in this 3D coin-op conversion.

The mission you're on requires you to travel down 50 different hazard-packed roads. Sounds easy, but there are two things to worry about - fuel and other road users. Fuel constantly ticks down, and unless you reach the checkpoint at the halfway mark, your car conks out and it's game over. This is fairly easy if you don't crash, but the multitude of other road users make life difficult, and if you do crash, fuel is wasted, making it tricky to reach that marker. So make sure you dodge or destroy them with your bonnet-mounted machine guns.



Roadblasters is a challenging game and is technically superb, with stunning graphics and great speech. But the small screen makes it very difficult to actually see other cars approaching, and as a consequence it does get frustrating. It's fun, but the high frustration levels forces me to recommend that you try before you buy.

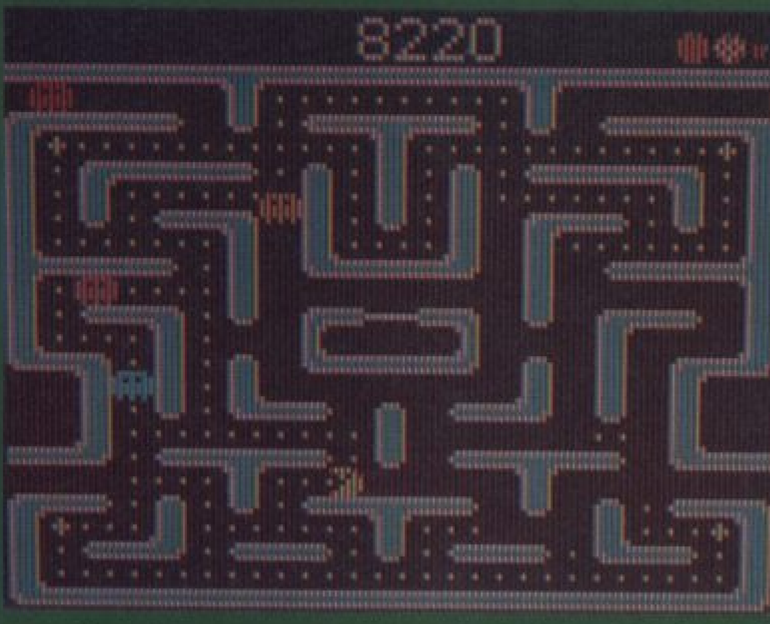
OVERALL 76%

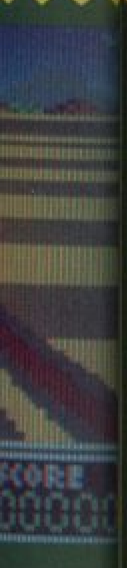
LOWDOWN

are four power pills lurking in the maze which when eaten make the ghosts go all blue for a limited period of time and you can eat them for bonus points.

Even though it's quite small on-screen, Ms PacMan is perfectly formed, and has all the thrills and spills of the original. The lack of variety is a bit of a bugbear, but if you're after a bit of nostalgia, this is well worth looking up. It won't keep you occupied for weeks, but it offers a fun and non-violent challenge which will appeal to anyone.

OVERALL 79%





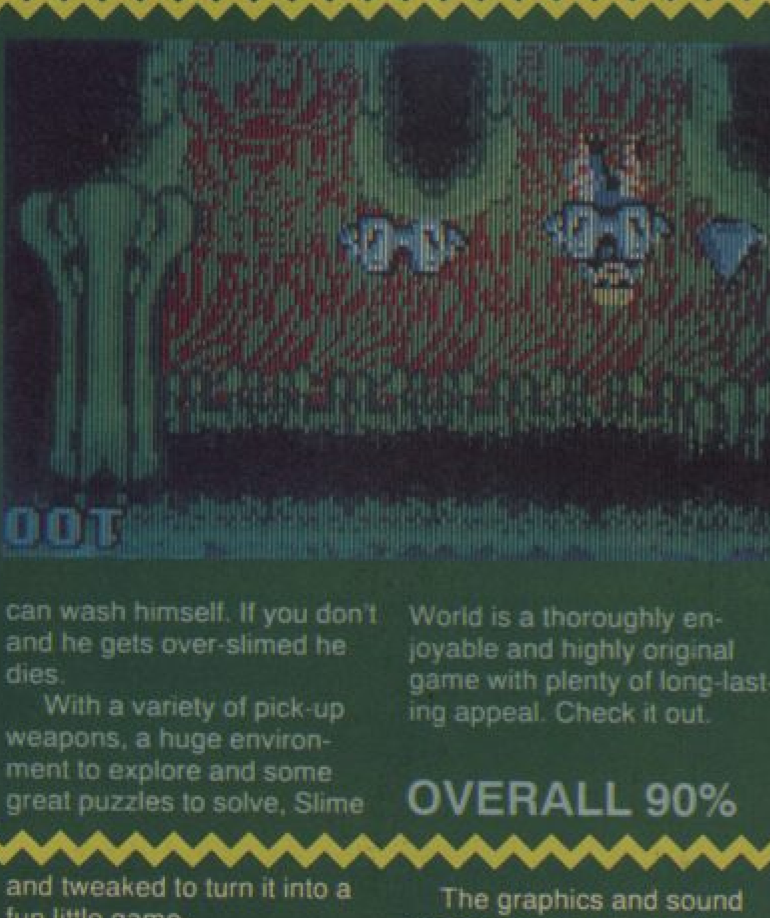
SLIME WORLD

Slime World is a superb exploration game which looks bland initially, but once you get into the action it grabs you and it's difficult to stop playing.

The player takes the role of a rather cute little character whose job it is to enter the six levels of the multidirectionally scrolling Slime Worlds and clear it of all the baddies. It's an aptly-named place, with slime dripping from the ceiling, lying in pools on the floor and being spat from the mouths of the rather revolting inhabitants.

If the hero gets particularly badly slimed, just walk him over to a pool of water so he can wash himself. If you don't and he gets over-slimed he dies.

With a variety of pick-up weapons, a huge environment to explore and some great puzzles to solve, Slime World is a thoroughly enjoyable and highly original game with plenty of long-lasting appeal. Check it out.



OVERALL 90%

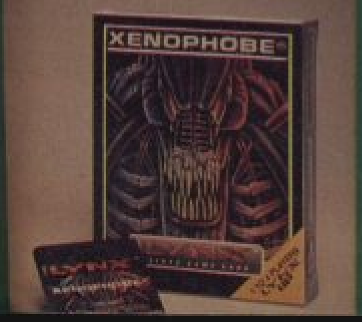
XENOPHOBE

Xenophobe, the three-player coin-op never really made it big in the arcades, mostly due to its confusing and rather bland gameplay. But on the Lynx it's been single-playerified (though up to four people can link-up and play together) and tweaked to turn it into a fun little game.

The idea is to enter a number of space stations and destroy the aliens who've invaded it. The screen scrolls horizontally as you work your way around each level, and much gun-toting and dodging is required if you're to do your job.

The graphics and sound are both excellent, and the gameplay is challenging and addictive. Not an essential purchase by any means, but nevertheless a fun game which offers plenty of entertainment.

OVERALL 79%





WIN THE FIRST LYNX CARTS IN BRITAIN!

Thanks to a camera, a hotel room in Blackpool and some gentle persuasion, we've got hold of the very first copies of the next two British Lynx releases, namely Paperboy and Zarlor Mercenary. In fact these are so fresh-from the programmer's-house-in California that they're still on their EPROMs, and haven't been mastered onto a proper card. But they work just fine, and they could be going to some software-starved, Lynx owning C+VG reader! All it takes is a bit of Lynx-sense to answer the following three questions, followed by a bit of common sense to write the answers on the back of a postcard and send them to: **ATARI'S A GOODY COMPO, C+VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Get your entries in by January 30th, 'cos that's when the winner gets pulled (madam).

1. If you asked David Attenborough what a Lynx is, what would he say?
(a) a rhubarb-eating fish.
(b) a big wild cat.
(c) something to do with golf courses.

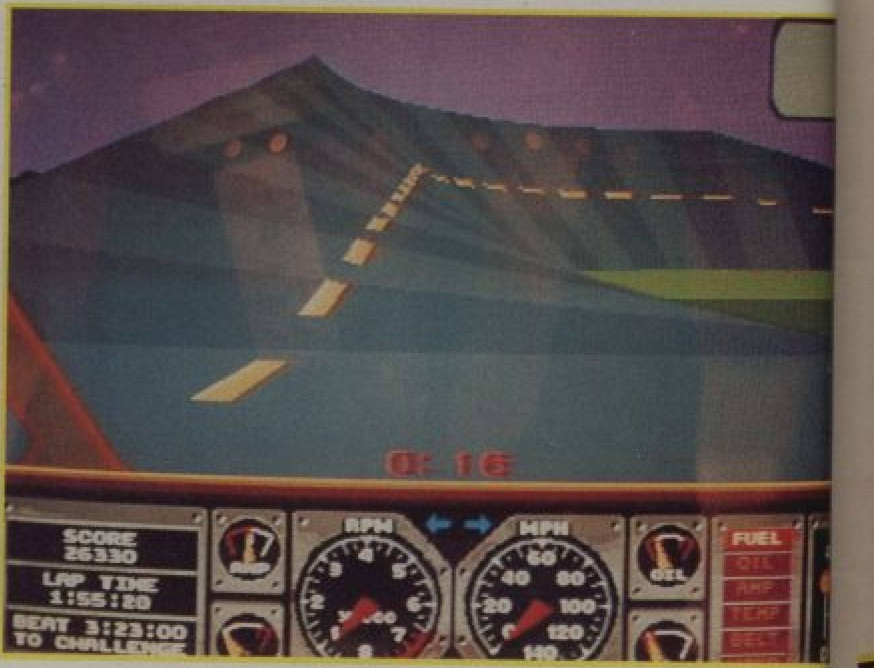
2. What exactly is a Westland Lynx?
(a) a rhubarb-eating fish.
(b) a British-made combat helicopter.
(c) something to do with Cornish golf courses.

3. How many Lynxes make five?
(a) Less than two (on average).
(b) Five.
(c) Don't understand the question.

ARC

A C T





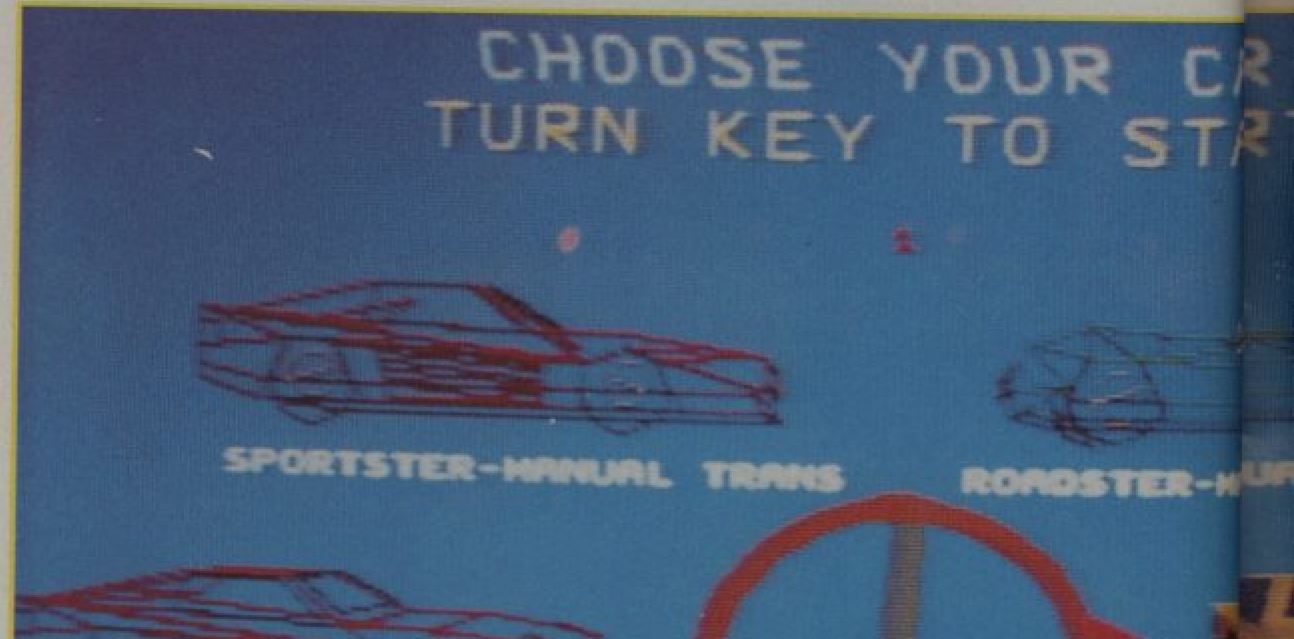
RACE DRIVIN'

The sequel to the massively successful Hard Drivin' has appeared at last, with plenty of new features to challenge even the greatest of arcade racers.

Once again filled-3D graphics are used to display the action as you race around like a lunatic, attempting to reach the next checkpoint before your time limit expires.

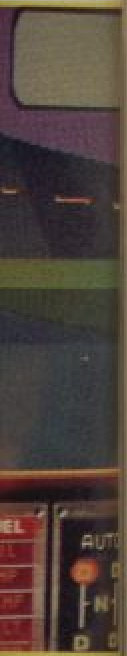
At the start of the game there are four different cars to choose from, including three manual high-performance motors and an automatic car (which is the easiest to drive, but doesn't go as fast as the others). Once one of those is chosen, it's time to choose a course, either the super stunt road, an off-road track or even the original Hard Drivin' track if you fancy a bit of nostalgia!

The off-road track is pretty straightforward, and gives you plenty of opportunity to practice rallying techniques and master slides on the slippery roads. The super stunt track is much better, though, with the road twisting around the side of a mountain (drive off the road and you fall for miles), a broken loop and bridge, super high-speed banking, a triple corkscrew and a rollercoaster hill!



ADE

I O N

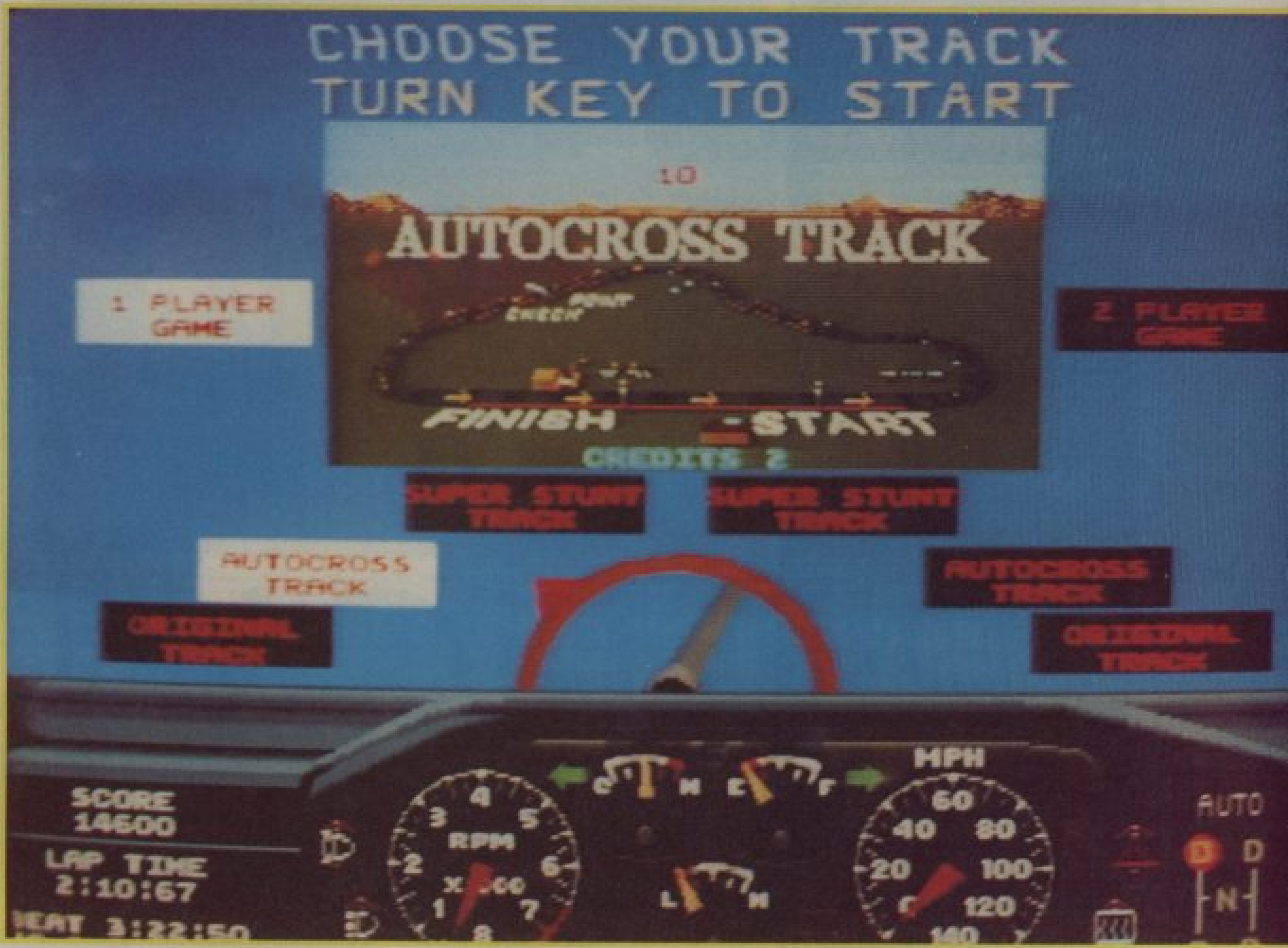


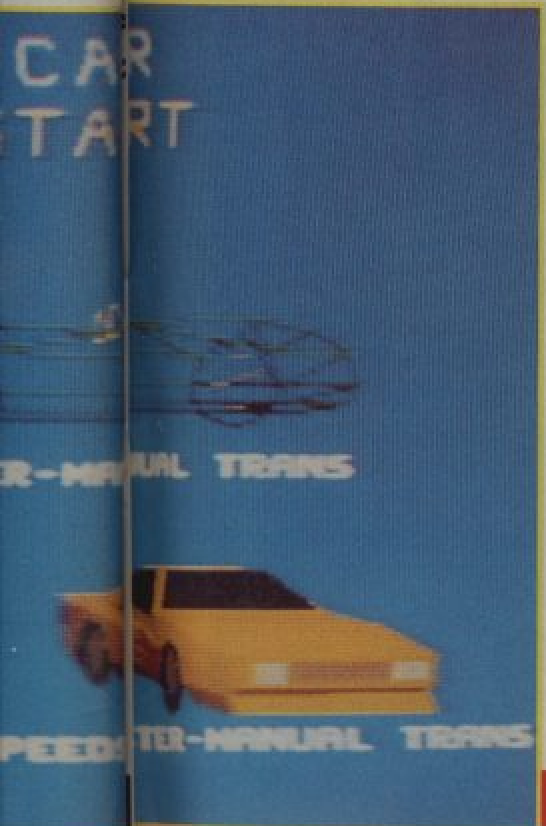
Race fans are bound to go nuts over this. With the winning formula of the original applied to an even more challenging and varied set of courses (and even a simultaneous two-player option if your local arcade owner buys two machines and a link cable), this is an incredibly addictive game which keeps you piling in the cash until you're skint.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	73%
VALUE	91%
PLAYABILITY	95%
OVERALL	**93%**

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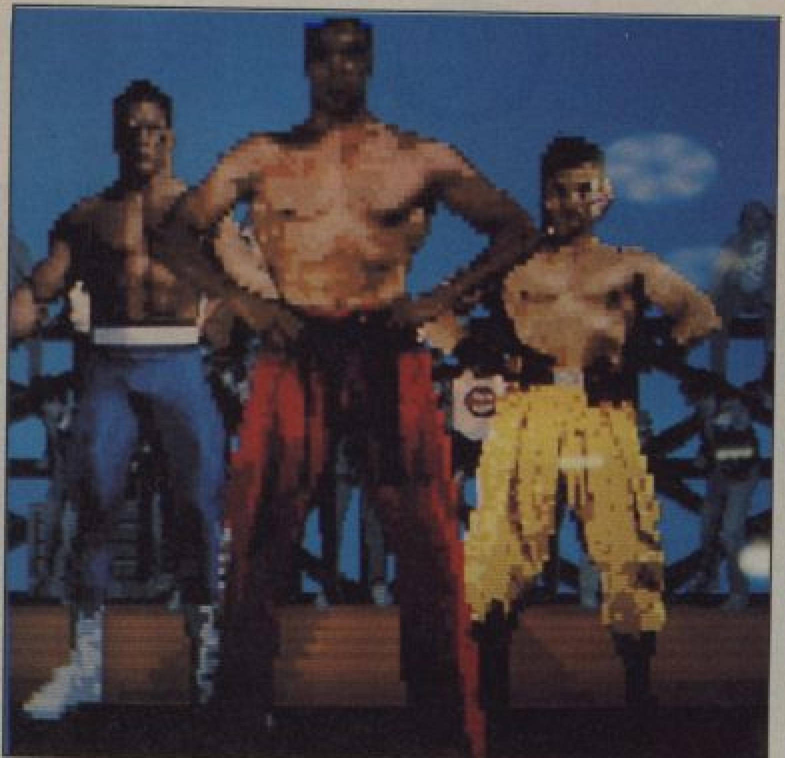






ARCADE ACTION







PIT FIGHTER

If you're into those Jean-Claude Van Damme Kick Boxer films - or any film of that ilk come to think of it - you'll absolutely adore Atari's latest offering.

It's a one to three-player beat 'em up which uses massive, digitised sprites to give one of the most violent, and definitely one of the most enjoyable arcade fighting games in a long time.

The scenario is straightforward enough. Pick one of three characters (a martial arts expert, a kick boxer or a mean 'n' meaty wrestler), enter the fighting pit, which is surrounded by cheering spectators and fight a variety of aggressive opponents, ranging from street thugs to bikers.

Put simply, it's a brawl where anything goes. Pick up anything you can lay your hands on and throw it at your opponent, or just lay into him (or her, for there's a rather pervy-looking leather woman who you fight on level three) with a variety of kicks and punches. The object is to wear down his/her energy bar before he/she does the same to you.

Successful fighting is rewarded with cash prizes, and there's a brutality bonus for particularly merciless combatants. Get far enough into the game and you get to fight the champion, who's really difficult to beat.

Pit Fighter is a thoroughly enjoyable beat 'em up which really packs a punch. Grab a load of coins and play it at the first opportunity!

JULIAN RIGNALL

GRAPHICS	91%
SOUND	90%
VALUE	89%
PLAYABILITY	91%
OVERALL	**90%**



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Yo! Welcome to the Official UK Arcade highscores table, the def, happenin' place to send your highscores to. Reckon you've got the mettle (and the scores) to earn the rank of arcade champion? Well then, log your highscores on the back of a postcard, or failing that a sealed down envelope and send them off to ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

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16,220,960 Daniel Ellis (DAN), Bath, Avon
AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Grantham, Lincs
ALIENS
1,150,00 Olav E Matias (OEM), Sweden
ARCH RIVALS
98-42 D Navin (NAV), Morecambe, Lancs
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
27,878,950 Ian Godfrey, Dereham, Norfolk
BADLANDS
541,785 Alex Ware, Shenfield
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
45,672,800 Gary Harrod, Poole
CABAL
5,600,760 P Kollas, Greece
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475,000 Alex Ware, Shenfield
CHASE HQ
19,279,300 Paul Bristow, Erith, Kent
CHELNOV
345,700 Martin Deem, Portsmouth
CRACKDOWN
570,880 Firoz Rawat, Manchester
CRIMEFIGHTERS
525 Ian Newbold, West Midlands
CRUDE BUSTERS
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891,000 David McCartney, Falkirk, Scotland
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DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare
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340,740 Alex Ware (AJW), Shenfield
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368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
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890,600 Julian Rignall (JAZ), C+VG
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3,182,100 Scott M Irvine, Scotland
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OPERATION WOLF
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ORDYNE
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OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
PACLAND
4,936,910 Martin Deem, Portsmouth
PANG
2,891,340 Jeff Purnell (JEF), Clevedon, Avon
P-47
3,913,140 Ian Perryman, Plymouth
PITFIGHTER
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POW
244,100 Daniel Williams, Derby
POWER DRIFT
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9,999,990 Michael Campbell, Croydon, Surrey
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748,520 Panayotis Kollas, Greece
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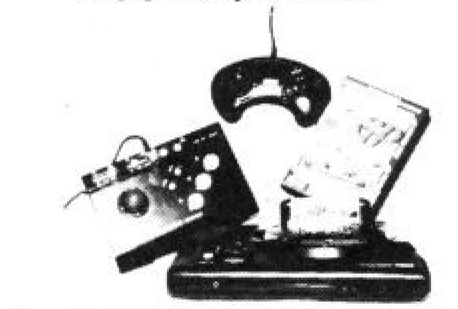
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XMAS

Have you been reading your copies of C+VG thoroughly, ever ready to pick up every last bit of trivia essential to your continued existence as a games junkie? Or are you a bit of a thickie, who only reads the mag "for the reviews"? Now, thanks to a set of extremely cunning questions thought up by the C+VG brainboxes (in collaboration with government scientists) you can find out just how much you know about games... If anything...

Gamesters who know their Flying Sharks from their Forgotten Worlds should have no problem with the next set of questions, but be warned! Because the last set of questions were so flippin' easy, we've thrown a few "toughies" in there for good measure! Nasty, aren't we? To cap it all off, this lot isn't in the "multiple guess" format, either! Ha! Three points for a correct answer - ever-lasting shame if you get the question wrong!

1. How many Bond games have Domark released and how many have received over 90%?
2. Which brilliant Sega road racer are US Gold hoping to release this Easter?
3. What was the last game from Millennium we reviewed and what overall mark did C+VG award it? HINT: Check out question one for little clue!
4. What is the name of the hero in Shinobi, Revenge of Shinobi and Shadow Dancer?
5. Which amazing 16-bit conversion of a classic C64 shoot 'em up made the front cover of the August issue of C+VG?
6. What machine did Electronic Arts' Indianapolis 500 make its debut on last year?
7. Toshiba and Sony have both released microcomputers on the British market. True or false?
8. Name FTL's follow-up to Dungeon Master (which still isn't out on the Amiga!).
9. What is Ocean's follow-up to Chase HQ called?
10. Which Ocean beat 'em up topped the charts during the summer?

SECTION THREE - THE "BLINKIN' FLIP! HOW DIFFICULT?" ROUND.

It's in this round that we really separate the men from the pigeons! Award yourself five points for a correct answer, and take one point away if you get it completely wrong. Regular readers of C+VG, with brains the size of Jupiter (isn't that all of you?), should have no real problem in getting the majority of these right. So let's go, and good luck!

1. In which year was the original C64 version of Paradroid released?
2. What was the first coin-op licence Ocean ever bought?
3. Which arcade company brought out games like Tapper and Spy Hunter in the early eighties?
4. When the Atari VCS was first launched in 1979, which cartridge was given away free with the console?
5. In which game did Mario first make an appearance and how many different screens were in the game?
6. How many games have the Bitmap Brothers programmed?
7. Who were the first company to sell games for £1.99?
8. Name a Sega arcade machine whose title begins with a 'Z'.
9. How many different versions of the Spectrum have been released (not including the Sam Coupe)?
10. How many Spider-Man games have there been in the last ten years?

SECTION ONE - THE BRAIN-DEAD ROUND

Just to get the old brain cells ready for action, a warm-up set of very easy questions that even evolving amoeba on Pluto would be able to answer correctly. Award yourself one mark for a correct answer and a smack in the chops if you get it wrong. Can't say fairer than that, eh?

1. What major Imageworks licence scoops a C+VG HIT! in this very issue and features green, scaly, martial artists?
a. Teenage Mutant Hero Turtles,
b. Radioactive C+VG Reviewers of Terror,
c. Bagpuss vs Mr Benn - The Final Confrontation.
2. What's the name of the super-amazing new console from Nintendo?
a. The Megadrive,
b. The Tetra,
c. the Super Famicom.
3. What new release from Ocean is the follow-up to one of its biggest selling games of all-time?
a. Robocop 2,
b. Total Recall,
c. Super Space Invaders Deluxe.
4. Which of these portable consoles has a monochrome screen?
a. The Nintendo Gameboy,
b. The Sega Game Gear,
c. The NEC Turbo Express.

S QUIZ



5. Which of these games is the follow-up to Populous?
a. Flood,
b. PowerMonger,
c. Professional Powerboat Simulator.

6. Which software house produced the "interesting" budget effort, MiG-29 Soviet Fighter?
a. System 3,
b. Codemasters,
c. Lucasfilm.

7. What's the name of Activision's latest Irem coin-op conversion?
a. Dragon Breath,
b. Dragon Ninja,
c. Dragon Breed.

8. Which of these Marvel superheroes has NOT starred in his own computer game?
a. Spider-Man,
b. The Punisher,
c. The Silver Surfer

9. Which of these games is follow-up to the superb Future Wars by Delphine?
a. Operation Wolf,
b. Operation ("surgical excitement from MB games"),
c. Operation Stealth,

10. Which of these exotic cars was licensed by Gremlin and turned into an amazing split-screen 3D racing game?
a. The Lotus Turbo Esprit SE,
b. The Skoda 103L Rapide,
c. The Ford Capri.

SECTION TWO - THE "NOT QUITE SO EASY" ROUND

THE ANSWERS

Check out how well you did on our little quiz by matching up your efforts to the answers listed here. No cheating, mind!

SECTION ONE
1. a 2. c 3. a 4. a 5. b 6. b 7. c 8. c 9. c 10. a

SECTION TWO
1. Five, one 2. Super Monaco GP 3. James Pond, 90% 4. Joe Mushashi 5. Paradroid '90 6. PC 7. True - remember the MSX? 8. Chaos Strikes Back 9. SCI - Special Criminal Investigation 10. Shadow Warriors

SECTION THREE
1. 1985 2. Hunchback 3. Bally Midway 4. Combat 5. Donkey Kong, four 6. Four, the Assembly Line actually programmed Xenon 2! 7. Mastertronic 8. Zaxxon 9. Six (16K and 48K Spectrums, Spectrum +, the 128K and the Plus 2 and 3) 10. Five (a VCS game, a Scott Adams adventure, Entertainment International's Dr Doom's Revenge, Gameboy Spider-Man and El again with their new Spidey game. A Megadrive game should be appearing next year!).

HOW WELL DID YOU DO?

Below 1: Oh dear! You'd have to be a real Neighbours fanatic (or something equally brain-dead) to do this badly. Our advice is to watch the show just once a day (if you're a hopeless addict) and spend the rest of the time reading and re-reading C+VG - you know it makes sense.

1-10: My word! Well, the eyes may be open and the larynx may be capable of some kind of speech, but it seems pretty clear that you're a drooling vegetable, barely aware of the outside world and the cosmic significance of computer gamesplaying.
11-20: A contemptible performance. Our advice is to donate what may remain of your brain to medical science, so perhaps we can stop any more individuals suffering from your particular mental disorder.
21-30: A pathetic effort. Do you actually read C+VG or do you just look at the pretty pictures? Must do better, or else.
31-40: A tepid attempt at answering a relatively straightforward set of questions. The technical term for people like you is "a bit of a thickie".
41-50: A pretty creditable attempt at the questionnaire, and continued purchase of C+VG should help bump that 45 up to a 85.
51-65: A damn fine effort at answering the questions and shows that you really know your gamesplaying. Keep it up (as the actress said to the bishop).
66-75: You're a bit of a brainbox, or a bit of a cheater. Genuine scores of this level are met with much respect and admiration (sort of).
76-94: Crikey hell! Do you know your games or what? Well done! But remember - computer games aren't everything. There's a whole world literally brimming with adventure and excitement out there, and it's not necessarily on your computer screen!
95: An exceptional score that shows that when it comes to computer games, you certainly know your stuff. Unfortunately, everyone hates a smart ass (or a liar) and that definitely goes for you too.
95+: Obviously your brain cell cannot cope too well with simple addition, let alone the probing and exciting questions of this questionnaire. Lock yourself in a cellar and eat the key - for the benefit of modern civilisation.

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VOTE FOR YOUR FAVES OF LAST YEAR, AND YOU TOO COULD WIN!

Sound the fanfares, hang out the flags, it's that time of year once more, folks, when we give you, our readers, the chance to vote for your fave raves of 1990!

And we're making it worth your while, too because the first voting form pulled out of the sack at the end of January will earn its sender £100 worth of software for his or her machine! Yikes!

Anyway, put on your thinking trousers, and take a look at the voting form below. Fill in your nominations in the spaces provided, and when the form's complete, send it to: GOLDEN JOYSTICKS 1990, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Please make sure your entry is in by January 30th, as that's when we'll be turfing through all the entries so that we can organise the event itself in April. Watch out for a full report, with the results, in an upcoming issue!

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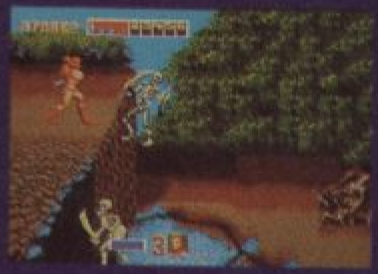
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COMPO RESULTS

Hey, hey, hey! Did you enter one of the hyper-powered compos in the November issu of C+VG? If you did, then cast your beady eyes over the following lists of winners - yo may well be in there!

COMPUTER SHOPPERAMA COMPO

Phew, this must be one of the most of the biggest comps we've run in ages - the response was absolutely enormous! Anyway, the lucky devil who gets to hare around the Wembley Conference Centre grabbing freebies by the sackload is LEE COLIN INGRAM of BARNSLEY, S YORKS. Congratulations, Lee! The three runners-up who each get a pair of free tickets for the show are MARTIN D'SOVEA of NEWPORT PAGNELL, CHARLIE HAMBRIDGE of SWINDON and JONATHAN WRIGHT of PORTISHEAD. Well done, all of you!

NOVEMBER HOTLINES

WIN A MEGADRIVE

It's amazing how many people out there want one of these console wonders, but that guy STEVE TOWNSEND from RAINHAM, ESSEX walks away with that sleek, black beast! Congrats, and have fun!

WIN A PC ENGINE

Arcade action in a box is winging its merry way to A CHURCHILL of LEICESTER, who grabbed the glory by getting our questions dead right! Well done, A!

WIN A LYNX

It's colour, it's portable, it's a bundle of laffs, and SARAH DALEY of NORTHAMPTON is the gal who's strolling off with a brand new Atari Lynx in her pocket! Have fun, Sarah!

OOOPS....

Remember the Flood compo in issue 105? Well, due to a bit of a cock-up, the list of winners got lost in the post between Chateau C+VG and Electronic Arts HQ. We know who the winners are, but not where they are. So, if you were announced as a winner, please write in to us at the usual address, marking the envelope "WHO SCREWED UP? FLOOD COMPO", we'll get your prizes to you as soon as possible.

WIN A GAMEBOY

Hand-held frolics were up for grabs yet again (no, Andrea, you can't enter!), but TIM CHUNG of DOVER is the happy chappie who'll suffer no more travel boredom!

THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjuction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rignall, Paul Glancey, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

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JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:

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SUPER MONACO GP

US GOLD

It streaked through arcades across the globe wowing any gamester who dared play it. The latest in Sega's long line of mega 3D driving games took the player to the street circuit of Monaco - the scene of the greatest video formula one race of all time! US Gold have enlisted Probe software (the guys behind the acclaimed Turbo OutRun and SCI conversions) to come up with the goods, and by the looks of it, they've done wonders!

The game puts you behind the wheel of one of three formula one racers. The beginners' motor has an automatic gearbox and is quite easy to handle - but isn't the fastest car on the circuit. The four-speed gearbox machine is the next progression and whilst faster, it's a bit more difficult to control. The seven-speed gearbox is only recommended to arcade Nigel Mansells who can take every one of Monaco's twists and turns with ease.

Then it's on to the qualifying race, where you race across a section of the Monaco track aiming to get as high a position as possible on the starting grid. During the actual three lap race, there are no time limits - you just need to stay among the front runners in order to stay in the race. If you do well then it's off to a second race, where rain beats down on the Monaco circuit making the car even more difficult to control.

The Megadrive version went down well with the C+VG crew because of the extra circuits they crammed into the cart, along with a whole season's worth of racing. You could even drive a better car by challenging a superior team's driver and beating him during the season. US Gold even have plans to add this into their home conversions!

We've had a butcher's at Amiga, ST, C64 and Amstrad versions of the game and to say that we were impressed is something of an understatement! The 16-bit versions look amazing with a speedy car and fast, smooth graphics. All of the brilliant presentation screens of the coin-op have been included, and Probe's artists have actually improved on them! 8-bitsters aren't being left out either. The C64 version we had a look at was simply amazing with a very nippy turn of speed and the Amstrad version also holds a lot of promise. Check out the multi-format preview shots dotted around the page!

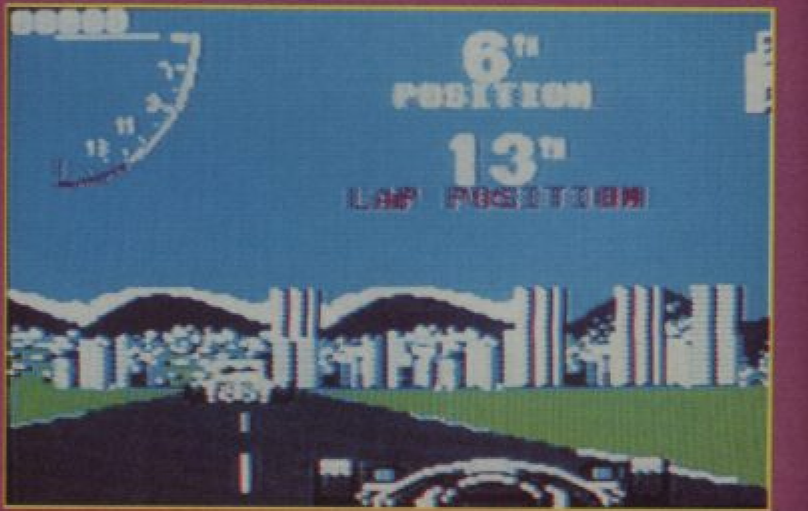
We're going to be reviewing the finished game exclusively in our March issue, so stay with C+VG for the first word on the hottest games!

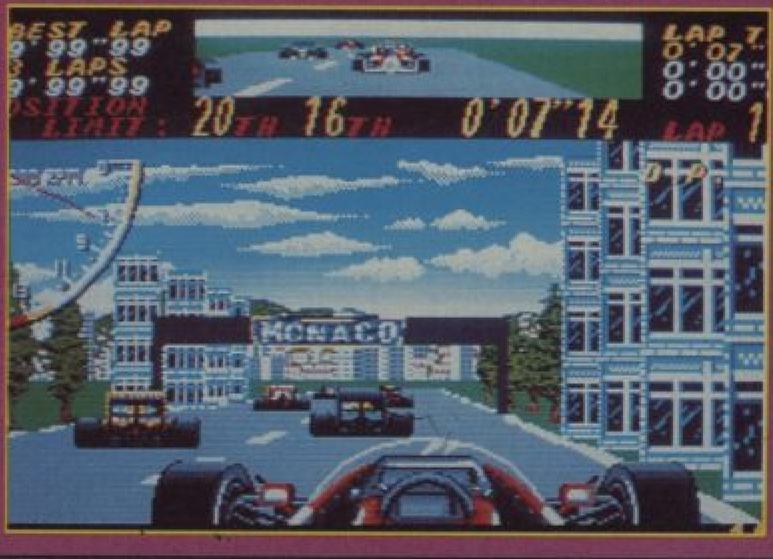
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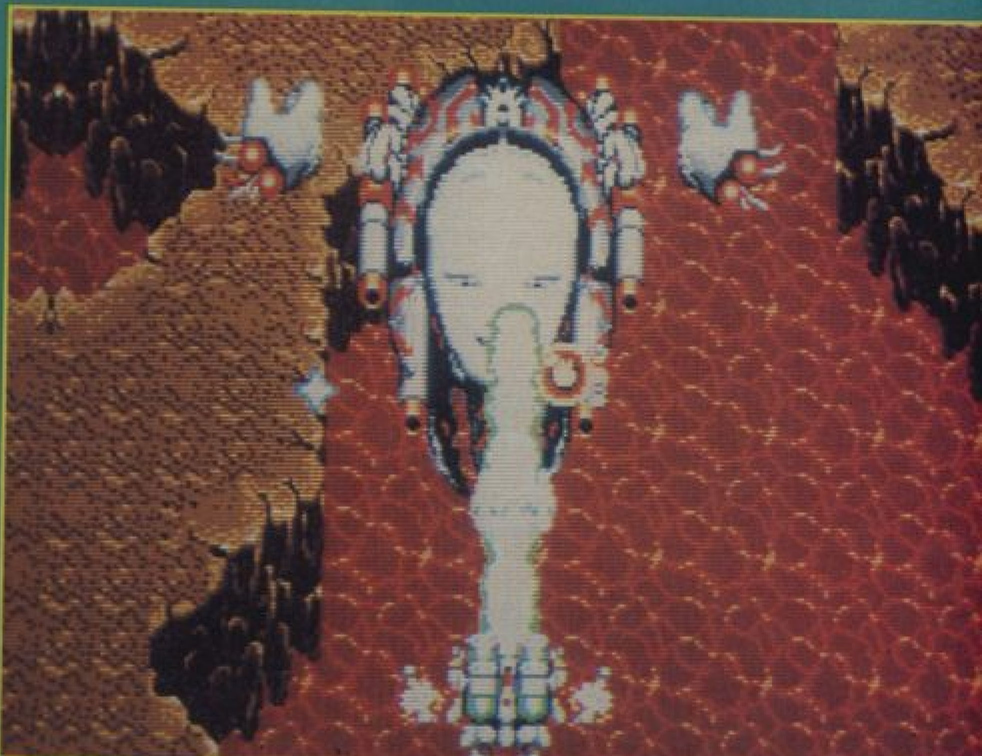
SEGA

Yet another shoot 'em up is about to explode onto the Megadrive, but this one's a little bit on the tasty side! As is the norm with these, the scenario's a bit naff - suffice to say, you are a transforming robot, with tremendous firepower, and your task is to fly through myriad alien-infested levels, and blow the little suckers to oblivion!

Some of the weapons are quite stunning - especially the twin lightning cannons on full power, which is almost equivalent to invincibility! Phewee! Could this possibly be the best blaster on the Megadrive to date? Check out the next issue of C+VG, when we'll be bringing you the full exclusive review on this little baby - then you'll find out if the gameplay matches the rather juicy visuals!

Thanks to PC Engine Supplies of Stoke who supplied us with a MUSHA cartridge.

RELEASE: MEGADRIVE, JAN
PRICE: £35.99



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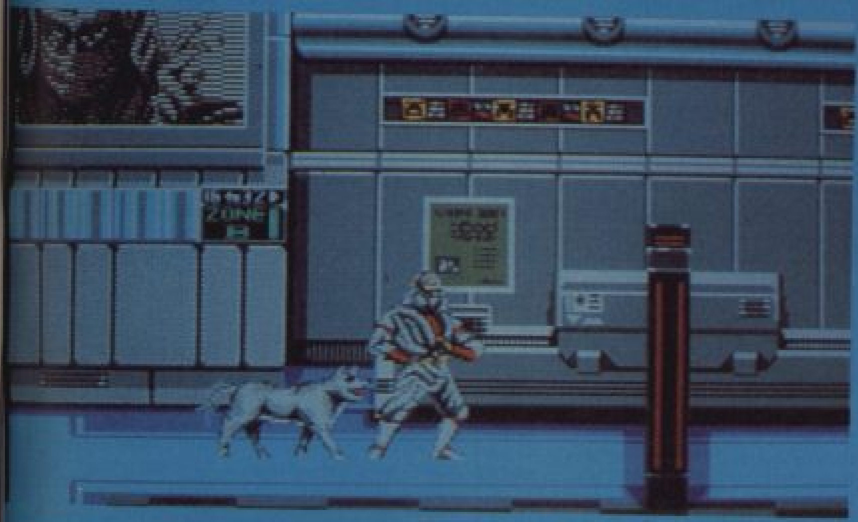
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SHADOW DANCER
US GOLD

Sega's novel follow-up to the classic Shinobi made quite a splash when it was released in the arcades and as mentioned last month, US Gold are the chaps behind the home versions. The game is standard beat 'em up fare, with one exception - this time the hero (Joe Mushashi) has brought his dog! When the going gets tough you can even send in your doggie pal to maul the enemy! US Gold have set programming team Images onto the job and from the looks of the ST demo we've seen, it's not looking too bad at all.

RELEASE: ST, AMIGA, SPECTRUM, C64, AMSTRAD, MARCH.
PRICE: AMIGA £24.99, ST £19.99, 8 BIT £10.99

CHIP'S CHALLENGE
US GOLD

Having first made its appearance on the Atari Lynx, US Gold snapped up the rights to bring this arcade puzzler across to both 8 and 16 bit formats! The gameplay is remarkably simple. A number of chips have been placed around a four way scrolling maze and you have to guide your little character around picking up all the chips and then making an escape. The problem is that the maze is full of obstacles including ice, locked doors and water. Luckily there's plenty of keys to open the doors and bridges that can be pushed over the water. We've already had a peak at seventeen levels of the game on the Amiga and we were rather impressed. Keep your peepers at the ready, because C+VG are going to be reviewing Chips Challenge next month!

RELEASE: ST, AMIGA, SPECTRUM, AMSTRAD, C64, DECEMBER
PRICE: AMIGA PC £24.99, ST £19.99, 8 BITS £10.99 CASS



HARD DRIVIN' 2



DOMARK

Phwoar! Not content with blowing our minds with the likes of MiG-29 and STUN Runner, Domark are set to release Hard Drivin' 2 - the follow-up to their amazingly successful conversion of last year. The sequel promises to be more of the same with the addition of a powerful track editor (create your own stunt track!) and simultaneous two-player action! Yes, with the aid of a null modem link you can connect two computers together and race across tracks that you've created!

We've cast our ever-critical peepers over the PC package and although it looks much the same as the original game, the track editor is a more than welcome addition!

RELEASE: ST, AMIGA, PC, DECEMBER.
PRICE: ST, AMIGA, £24.99, PC £29.99.



DUCK TALES
DISNEYSOFT

Disneysoft are just putting the finishing touches to their first arcade/strategy game, Duck Tales. Featuring the penny-pinching Scrooge McDuck and his lovely nephews, Huey, Lewy and Dewy, the aim is simple. Scrooge is on the lookout for yet more wonga to add to his collection and decides to nip around the world, picking up money at the same time. With plenty of different game styles and gorgeous graphics, Duck Tales should be something of a hit. Paul saw a pre-production copy during a recent trip to Paris and his only gripe was a slight lack of speed. Still, hopefully this should be rectified by the time Duck Tales is released in the New Year.

RELEASE: AMIGA, JANUARY, OTHER FORMATS TO FOLLOW.
PRICES: TBA





MICKEY MOUSE
SEGA

Disney's evergreen cartoon character is soon to hit the Megadrive - and that's official. According to our sources, the Mickey Mouse game promises to be a very colourful, very addictive, cutesy-type platform game. From what we've seen it promises to be a great laff and should be available next month. Check out the full review in a following issue of C+VG.

RELEASE: MEGA-DRIVE, DECEMBER
PRICE: IMPORT ONLY



TEENAGE MUTANT NINJA TURTLES
NINTENDO

Arrghhhh! No! No! Not more Turtles! Oh well, if you were part of the thronging masses who were pretty annoyed to discover that the NES Turtles game wasn't a conversion of the brill arcade machine, then take heart. We've just got wind that the fabbo beat 'em up coin-op is being reprogrammed for the NES and if you don't believe us, then check out these screen shots! The conversion promises to be a faithful copy of the coin-op with all of the enemies and levels present. However, it'll be absolutely ages before the finished game appears on British soil - it hasn't even been released in Japan yet!

RELEASE: NINTENDO, TBA.
PRICE: TBA.



MIG-29
DOMARK

Not to be confused with the awful Codemasters budget game, Domark's MiG game is a accurate 3D sim based on the hottest Soviet fighter in service today. Domark have managed to get hold of information from TASS (the soviet news agency) in order to come up with one of the most realistic sims to date. Featuring five fun-filled missions, super-fast 3D graphics, and a stirring soundtrack from ace maestro Matt Furniss, MiG-29 is shaping up quite nicely and should be hitting the streets in the New Year. If the price tag seems a tad excessive then have no fear, because included in the package is a brilliant MiG book - with all the info on the Soviet wonder and a colossal great manual as well!

RELEASE: ST, AMIGA, PC, JANUARY.
PRICE: ST, AMIGA, £34.99, PC £39.99.

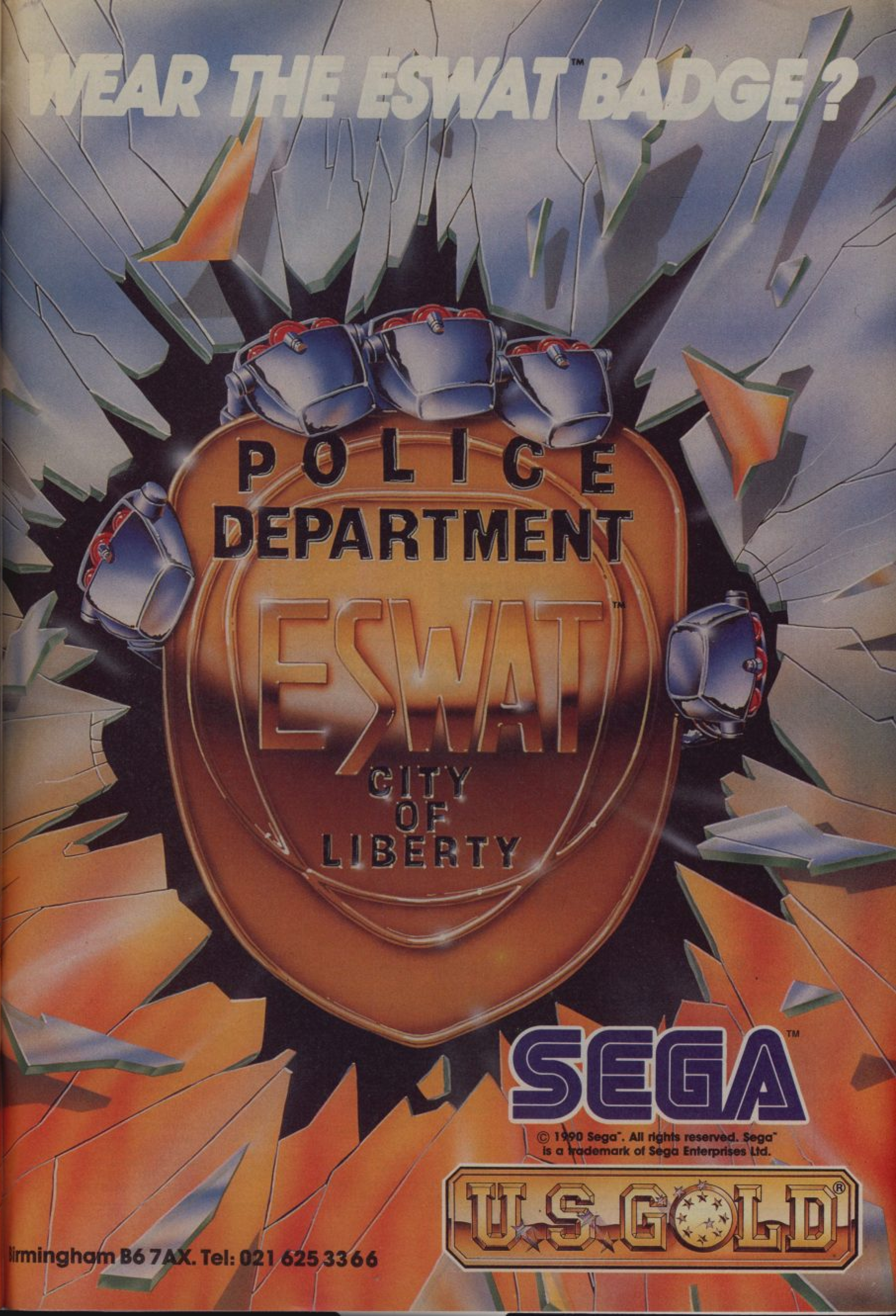



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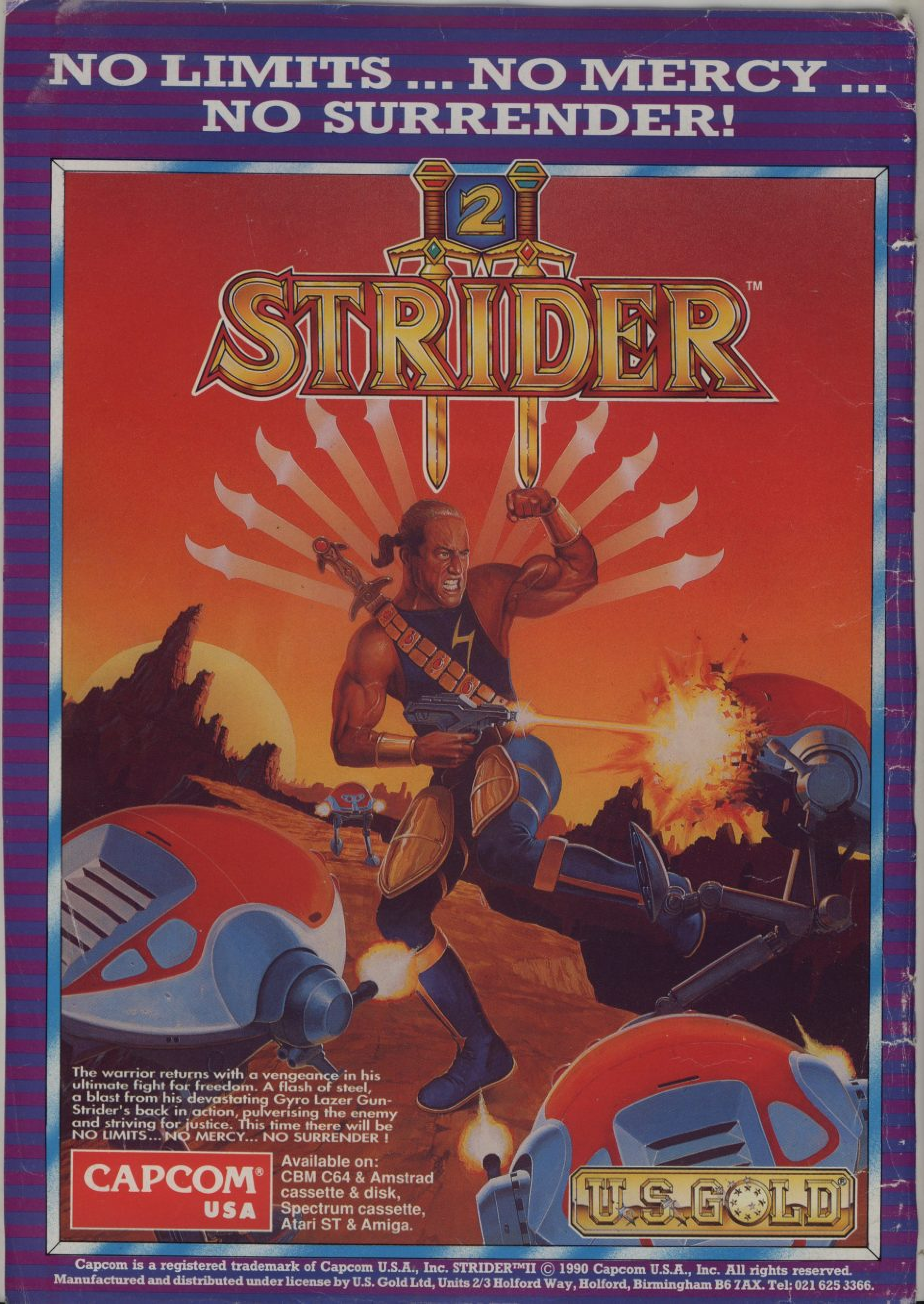
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